

Starship Combat II

supplement

THE NEXT GENERATION

*For use with
Star Trek: The Role Playing Game
by FASA*



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INTRODUCTION

When Star Trek: Next Generation premiered back in the late 80's, the creative team wanted the show to have its own identity without alienating the feel of the original series. The changes that were made reinforced the passage of time between the series, not just with updates in technology as one would expect, but with subtle alterations in ship operations and duties of its crew. Presented here is how these differences can be adapted to the starship combat II rules.

Here's a list of sites I used in the course of my research. Many thanks to everyone who helped in making this supplement possible!

<http://www.startrek.com>

<http://borgcollective.wikia.com/wiki/>

<http://en.memory-alpha.org/wiki/>

<http://memory-beta.wikia.com/wiki/>

<http://trekcore.com>

<http://en.memory-alpha.org>

<http://www.fontspace.com>

www.trek-rpg.net

[Sub Odeon Star Ship Tactical Combat Simulator - Update & Archive](#)

[UFC465537 yahoo group](#)

[Morena Shipyards](#)

[FASA STAR TREK Universe](#)

[FASA TREK My Way](#)

Joe Homoki
February, 2014

STARSHIP COMBAT II: THE NEXT GENERATION

POSITIONS AND SKILL ROLLS

The Captain: The role of the captain hasn't changed in the roughly 75 year span between the eras of TOS and TNG. The captain is still responsible for making all the tactical decisions and determines tactical advantage during combat. However, the addition of a ship's counselor (see *Ship's Counselor* below) aids the captain in gaining advantage. Tactical advantage determines order of ship placement, movement and firing order in the combat round. At the beginning of each round, each captain rolls 1D10 and adds to it their *Starship Combat Strategy & Tactics* score divided by 10 rounded down, plus any modifiers, shown below.

LUC >70	+1
LUC <20	-1
PSI >70	+1
PSI <20	-1

Except for placement (see *Ship Placement, Starship Combat II*), the highest scoring captain's vessel has the **option** of going first followed by the next highest, etc. Ties are re-rolled. The lowest scoring captain must take his turn if the higher scoring captains defer, followed the next lowest, and so on. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any. A ship does not have to fire on a declared target if the turns of battle no longer make it viable, but targets cannot be changed once they have been declared. For fleet maneuvers, only the ranking command officer of the entire fleet needs to roll for tactical advantage.

There's a saying that a crew is only as good as their captain, and TNG demonstrated this on more than one occasion. The strength of the captain's leadership abilities and years of experience should be reflected on the crew's performance.

As an option, the captain may:

- 1) Roll vs. *Leadership* to give a +10 to any single skill rolled against by a bridge officer
- 2) Roll vs. *Leadership* to give a +1 on any single attack, or
- 3) Roll vs. *Leadership* to give a +1 on any single defense

Executive Officer: The executive or first officer in TNG has a significantly greater role than what was shown in TOS. Generally, the executive officer is second in command of the ship and retains only that status and performs those duties. On smaller vessels, and on rare occasions, capital ships, the executive officer also serves another bridge position, such as tactical or conn. In those circumstances, the exec has a choice to roll his normal skill rolls or the ones of his bridge position, but not both.

The executive officer also serves as the primary liaison between a ship's captain and the crew. It's the executive officer's responsibility to ensure the captain's orders are carried out, that crew concerns are addressed and relayed to the captain when necessary, and to advise the captain. To demonstrate these responsibilities for combat purposes, the executive officer may:



- 1) Roll vs. *Starship Combat Strategy and Tactics* to give the captain a +1 toward his tactical advantage roll,
- 2) Roll vs. *Leadership* to give a +1 on any single attack,
- 3) Roll vs. *Leadership* to give a +1 on any single defense, or
- 4) Roll vs. *Leadership* to give a +10 to any single skill rolled against by a bridge officer

Often, an executive officer commands away missions and boarding actions. A roll vs. *Leadership* skill can add +1 to the tactical officer's *Small Unit Tactics* and *Starship Security* skill rolls (see 'Boarding Actions' supplement).

Ship's Counselor: A relatively new bridge position, updated from the ship's psychiatrist role (see TOS "Where No Man Has Gone Before" and "Dagger of the Mind"), the ship's counselor's function in combat is to aid the captain and other bridge officers by providing insight about an enemy's disposition and intention. Some races and cultures have a particular predisposition to become ships' counselors because of their innate psionic or empathic abilities, such as Betazoids and Deltans. For game purposes, the counselor may use their PSI attribute or the average of their INT and *Psychology* scores. The counselor may roll for one of the following:

- 1) During the placement phase, roll vs. PSI attribute or the average of INT and *Psychology* scores to give the captain a +1 toward his tactical advantage roll,
- 2) Roll vs. average of PSI and *Starship Sensors* or INT, *Psychology* and *Starship Sensors* to give a +10 bonus to detect cloaked vessels within a firing arc,
- 3) Roll vs. PSI attribute or the average of INT and *Psychology* scores to give a +1 on any single attack, or
- 4) Roll vs. PSI attribute or the average of INT and *Psychology* scores to give a +1 on any single defense




Bridge Command Specialists: The next generation introduced the concept of bridge command specialists, specifically the conn (control and navigation), ops (ship operations), and tactical officers. Generally, the roles of helm and navigation are now interchangeable between the conn and ops stations. The tactical station handles the ship's weapon's and shields, as well as ship security. Science and communications duties have been equally distributed amongst all three specialists, so any bridge command station can open hailing frequencies or use the ship's sensors to obtain general information. Described below are how responsibilities can be distributed for purposes of starship combat. The flexibility of the bridge integration allows these responsibilities to be changed if warranted by the captain or first officer. Any changes must be decided before game play, or declared at the beginning of the skill roll phase (see *Combat Sequence, Starship Combat II*).

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Conn Officer: The role of helmsman and navigator has been combined and is now referred to as the conn officer (on some vessels, this position is referred to as *flight officer*). Although the positions have been combined, the responsibilities during combat have changed. The conn officer does not generally roll for attack or defense, unless the tactical officer is not present, as in the case of smaller vessels that do not require a tactical officer, or the tactical officer is somehow incapacitated. The conn officer is also responsible for ship placement at the beginning of the combat sequence by rolling 2D10 and subtracting their *Starship Helm Op* score divided by 10 (see *Ship Placement, Starship Combat II*), moves the ship counter during play, and operates tractor/pressor beams (see *Tractor/Pressor Beams, Starship Combat II*).


During combat, the conn officer may roll for the following:



- 1) Roll vs. *Starship Weaponry Technology* to repair damaged weapon systems once during combat (No roll to fire a repaired weapon can be made until the next round),
 - 2) Roll vs. *Deflector Shield Tech* to repair damaged shield systems (No recharge roll can be made until next round), or
 - 3) Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status
- 



Ops Officer: The operations officer, or ops, coordinates ship resources to maximize efficiency, facilitates and supports landing party or away missions. The ops officer has effectively evolved from the roles of the former science officer and communication officer, so the majority of the ops function revolves around sensors and communication.

The ops officer may roll one of the following in a combat situation:

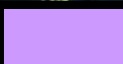
- 1) Roll vs. the average of *Starship Sensors* and *Electronics Tech* to repair damaged sensors once during a combat,
 - 2) Roll vs. *Damage Control Procedures* to regain 1D10% hull integrity,
 - 3) Roll vs. *Communications Systems Technology* plus *Electronics Tech* divided by 2 to repair the viewscreen once during combat, or
 - 4) Roll 1D10 and add *Communications Systems Operation* divided by 10, and compare roll with opposing ops/comm officer. The highest roll jams or un-jams communications for the round.
- 



Tactical Officer/Security Chief: The most robust of all the bridge command specialties, all of the ship's offense and defense responsibilities are now routed through the tactical station. The tactical officer initially rolls 1D10% during the recharge phase to power weakened shields, and subsequently rolls for attack (see *Helmsman, Starship Combat II*), intercepts incoming missiles (see *Intercepting Incoming Attacks, Starship Combat II Advanced*), and defense (see *Navigator, Starship Combat II*) during combat. Because of the increased responsibility, the tactical officer's ability to repair systems is limited.

On most vessels, the tactical officer also handles internal ship security and boarding actions. For more details, refer to '*Boarding Actions*' supplement.

The tactical officer may also roll the following in a combat situation:

- 1) Roll vs. *Starship Sensors* at -20 to detect cloaked vessels within a certain firing arc, or
 - 2) Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status
- 

Chief Engineer: The chief engineer has one of the most difficult positions: The responsibility of maintaining the engines and repairing damaged systems throughout the combat. At the beginning of the round he may roll for one of the following:

- 1) Roll vs. *Warp Drive Technology* to give extra engine power, a +1 bonus on the *attack* and *defense* charts,
- 2) Roll vs. *Warp Drive Technology* to recover 1D10% of engine damage,
- 3) Roll vs. *Starship Engineering/Astronautics* to repair a damaged shipboard system, or
- 4) Roll vs. *Starship Engineering/Astronautics* at -20 to access auxiliary power (see *Auxiliary Power, Starship Combat II Advanced*).

The engineer may repair damaged systems in other departments. Only one roll can be made at this time.

The damage percentage is only a relative combat readiness rating, and the actual damage to the ship is repaired after the combat ends. Once a combat is over, the engineer tallies the amount of the damage the ship took throughout the combat. He then may roll 1D10 and add *Warp Drive Technology* divided by 10 or *Starship Engineering/Astronautics* divided by 10, whichever is applicable, to determine the percent of repair. The engineer may distribute a repair roll percentage amongst several categories if he chooses. For every 10% of damage repaired, one subsystem is restored. Only one repair roll can be made per day. If a ship receives more than 60% of damage in any category, the ship must return to a repair facility to properly repair the damage. Unrepaired damage or systems may return to haunt the ship later, at the gamemaster's discretion.

Chief Medical Officer: The ship's doctor and staff are responsible for tending to the injured during combat. From a practical standpoint, casualties are not miraculously healed, but rather the medical allows less injured crewman to return to their posts, maintaining the efficiency of the ship for the duration of the combat. The chief medical officer may make one roll:

- 1) Roll vs. *General Medicine* to reduce casualties by 1D10%, or
- 2) Roll vs. *Life Support Systems Tech* to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat.

For every 20% of casualties, there will be 4% serious injuries that will require extensive care at a starbase or hospital after the combat and 1% are fatalities.

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Ablative Armor: Vessels of the TNG era have been fitted, and in some cases retrofitted, with additional hull plating as a secondary layer of defense (see *DS9: "Past Tense, Part I"*, *"Paradise Lost"*). Ablative armor strength is measured in levels, and a ship so equipped receives a +1 per level on the *defense chart*. The maximum number of armor levels a ship can have is equal to the ship's class divided by 2, rounded down. For example, a class VII vessel can have 3 levels of ablative armor, earning +3 on the *defense chart*. This not to be confused with ablative generators (see *VOY: "Endgame"*).

Beam Weapons, Secondary: Some larger ships (typically class VI and above) have been equipped with secondary beam weapons (examples such as *megaphasers*, *pulse phasers*, and *phaser cannons*), which are typically more powerful than the primary set, adding a +1 to the attack roll. These secondary weapons generally run off a separate capacitor and, once fired, require an extra recharge round (2 total) before firing again.

Energy-dampening weapon: Some cultures have developed the technology to disable their targets by using energy dampening technology. This weapon type drains an opposing vessel's shields, engine power and weapons (see *ENT: "Future Tense"*, *DS9: "The Changing Face of Evil"*). Game mechanics is similar to a ship with a secondary beam weapon (see above). The weapon runs on a separate capacitor, and requires an extra round to reload.

Damage inflicted by this weapon is concentrated strictly to shields, engine power, and weapons. After attack and defense rolls are calculated, consult the *defense chart*. All shield damage is applied normally. Engine, hull, and casualties are added together then applied to the engines ONLY. Any sub-system rolls are relegated to weapons. Here's a sample: Ship A fires an energy-dampening beam at ship B. After rolling attack and defense the result is 6. Consulting the damage chart you get:

Roll	Shields	Engines	Hull	Casualties	Sub-system
+6	-30%	-10%	-10%	-10%	1 roll

Because it's an energy-dampening weapon, it changes to:

Roll	Shields	Engines	Hull	Casualties	Sub-system
+6	-30%	-30%	0%	0%	1 roll

The one sub-system roll would be:

1 Weapon systems: (Roll 1D10; 1-7 Beam, 8-10 Secondary)

Energy-dampening weapons shouldn't be confused with the Borg energy dampening torpedo (see *Appendix: The Borg* below).



Torpedoes, Updated: The 24th century also introduced a variety of specialty, higher yield torpedo types, such as the quantum and transphasic torpedoes. The actual output of these torpedoes remains unclear, and if anything, game unbalancing. In *VOY: "Endgame"* for example, a single transphasic torpedo destroys a borg cube, but four quantum torpedoes are required to destroy a borg sphere in *"ST: First Contact"*.

For purposes of game balance, it's recommended that quantum torpedoes receive a +1 on the *attack chart*, and transphasic torpedoes receive a +2. Extra reload time is equal to the bonus the weapon receives. For example, after firing a transphasic torpedo, it requires 3 rounds to reload. Ships can carry more than one type of torpedo, and can switch from one type to another after waiting the reload time of the last torpedo fired. For example, if a ship fires a transphasic torpedo, it must wait 3 rounds before changing to a photon torpedo.

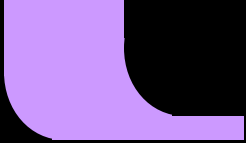
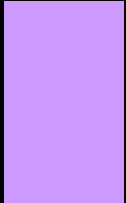
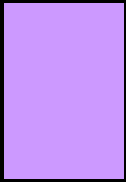


Slipstream and Transwarp drives: Slipstream and transwarp drives are advanced propulsion systems that go well beyond normal warp speeds. Because of the radical differences between those and regular warp drive, ships using slipstream or transwarp drives cannot attack or be attacked by ships using standard warp or sublight drives. Ships using advanced propulsion must have the same system to affect one another. For example, two opposing vessels must have transwarp drives to conduct combat at transwarp speeds, whereas a ship using a slipstream drive and another using transwarp drive cannot. All transwarp and slipstream relative speeds are uniform within their own continuity and are not segregated into speed scales. For example, there is no transwarp factor 3, or slipstream factor 5, etc.

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THE BORG

Overview: The primary antagonists in the 24th century, the Borg are a communal, hive mentality race of cyborgs that aggressively assimilate other civilizations, turning their victims into cyborgs and absorbing the technology into their collective. The Borg are so unlike any other species presented in the Star Trek universe that modifications needed to be made to simulate what has been presented on screen.

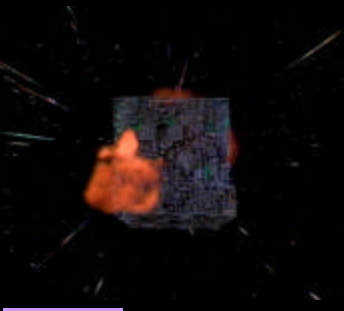
Internal Structure: Borg vessels do not have a centralized command structure, nor are their ships compartmentalized by function (i.e. engine room, weapons bay, bridge, etc.). Instead, virtually the entire ship is linked by a series of nodes that have primary and secondary functions and whose resources can be re-allocated at the will of the hive mind. Because of this decentralized design, Borg vessels distribute damage equally amongst its systems (see *Damage Chart for Borg Vessels*).




Weakness on a Borg vessel is limited to a few fundamental systems that cannot be distributed due to their function. The propulsion systems such as the warp coils and transwarp drive are structurally vital and if damaged, cripple the vessel. The most sensitive part of the Borg vessel lies at the very center: the main processing center or vinculum (see *VOY episode: "Infinite Regress"*). The vinculum unifies the drones throughout the vessel, and without the vinculum's instructions, all systems stall and the vessel is dormant until repairs are made (see *Sub System Chart for Borg Vessels*).

Since Borg vessels do not have individuals commanding important ship functions and there is no individuality in the hive mind (save for the Borg Queen), all ships are treated like NPC vessels (see *NPC Vessels, Starship Combat II*) with a static *crew efficiency score* rating of 60.

Adaptability: The Borg collective has an unprecedented ability to adapt to incoming attacks and overcome their enemies' defenses quickly. How quickly they adapt is directly related to the size, or class, of the vessel the Borg occupy. In game terms, at the end of the combat round, after all vessels involved have fired their weapons and damage recorded, the opposing vessel's tactical officer or bridge specialist needs to roll 1D10 and add their *Ship's Weaponry Technology* divided by 10, rounded down, and the ship's class value. If the total is less than the Borg vessel's sum of its *crew efficiency score* divided by 10 rounded down and its class value, then all Borg ships engaged in combat receive a +5 attack and defense bonus beginning next round. If the roll is greater, no bonuses are applied and the next round may begin. For example, Lt. Worf, who has a *Ship's Weaponry Technology* score of 60, which divided by 10 equals 6, on board a class VII heavy cruiser, would add those values, for a total of 13, and roll 1D10. Against a Borg cube, he needs to roll higher than its *crew efficiency score*, which is 60, divided by 10 plus its class X value, for a total of 16. Subsequent rolls become increasingly difficult. For every round after the first, there is a cumulative -3 penalty to the tactical officer's or bridge specialist's roll. For example, at the end of the second round, Worf would need to roll 1D10 +10, and then roll 1D10 +7 the following round, and so on. Once the Borg have adapted, they retain their +5 bonus for the remainder of the engagement. Once combat as ended and both sides have disengaged, the Borg lose their +5 bonus as their opponents adjust their weapons. The length of time required between engagements for this is left to GM discretion.


In multiple ship scenarios, the largest class of Borg vessel rolls for the entire group. Opposing vessels use the specialist with the highest *Ship's Weaponry Technology* score to roll for the entire attack group. Groups may be separated by government, but not by smaller formations of the same attack force. For example, an attack force of two formations of 3 Klingon cruisers would roll only once against a Borg adaptation, whereas an attack force of 3 Klingon cruisers and 3 Federation cruisers may get one roll each or one roll collectively (choice should be made before combat begins).






Boarding Actions: The Borg's overwhelming drive to assimilate makes them seek out any avenue to invade a target and begin the assimilation process, including boarding actions. As soon as a target's shields are down, a Borg vessel will begin to transport boarding parties, provided they are within transporter range.

The Borg will not transport more than 5% of its total numbers to any one area. This is mainly because the Borg assimilate their targets as they move through the vessel. Their target's casualties are added to the Borg boarding party total in that area at the beginning of the next combat round.



The Borg will also adapt to their opponent's attacks (see *Adaptability* above). At the end of each boarding round, the opposing vessel's tactical officer or bridge specialist needs to roll 1D10 plus their *Personal Weapon's Tech* divided by 10, rounded down. The Borg boarding party rolls 1D10 plus its *crew efficiency score* divided by 10, rounded down. If the Borg roll is greater, then all Borg engaged in boarding receive a +5 attack and defense bonus beginning next round. If the tactical officer or bridge specialist roll is greater, then no bonuses are applied and the next round may begin. As above (see *Adaptability*), subsequent rolls become increasingly difficult and so for every round after the first, there is a cumulative -3 penalty to the tactical officer's or bridge specialist's roll.



Once the Borg control a vessel, they immediately begin to convert the ship to Borg environmental and technological standards (see *ENT* episode "Regeneration" and "ST: First Contact"). The complete process requires one hour per class level to convert a ship to Borg standard. For example, a Borg party captures a class IV destroyer, and converts the entire vessel in four hours.



Boarding a Borg vessel for purposes of capturing or disabling is incredibly difficult. The internal construction of Borg vessels lends very little for strategic advantage during combat. Aside from its propulsion systems and hangar, most areas within the vessel are identical and can route system functions through its series of interconnecting nodes (see *Borg Boarding Chart*). It is possible to disable certain functions of the ship in these generic areas if successfully captured, but what system node is encountered is random. Damage within generic areas is rolled for separately and remains in effect only for the current round, while resources are rerouted. For example, a boarding party successfully transports aboard a Borg cube. A roll against the *transport chart* places the party in 1) *Generic Interior*. The leader of the boarding action, usually the tactical officer, rolls 1D10 against the *Generic Interior Table*, getting a 3, *Sensor Matrix: -2 Attack and Defense*. Note that unlike most vessels where intruders must occupy 50% or more of a vessel to capture, 78% of a Borg vessel is required to be occupied for capture.

One advantage against the Borg is that they tend not to immediately attack intruders within an area they control until threatened or attacked (see *TNG* episode "Q Who" and "ST: First Contact"). When a party enters an area occupied by the Borg, a roll of 7 or less on a 1D10 indicates they will not interfere with the party, depending on the situation (GM's discretion).

The Borg also seem susceptible to hand to hand engagements, at least in some limited capacity (see *TNG* episode "The Best of Both Worlds" and "ST: First Contact"). Players can evoke a "physical attack only" against the Borg one time during a boarding action as a means of retreat. The physical attack negates the Borg +5 attack and defense bonus for that round only.



Regeneration: The combination of the node construction and the collective hive mind allows Borg vessels to recover from and repair damage quickly in combat. During the recharge phase, a Borg vessel recovers the percentage equal to its *crew efficiency score* divided by 10, rounded down, plus its class value, in all damage chart categories. Subsystem damage is recovered one system item per round, by player or GM choice. For example, a Borg cube suffered damage from the previous round of combat and needs to recharge and repair. The *crew efficiency score* is 60 divided by 10, plus its class value, 10, equals 16. The cube recovers 16% Shields, Power, Hull, and Casualties every round. There is no limit how often the Borg can repair their systems and they can repair all their damage without returning to a base or repair facility (see *Chief Engineer* above).

Weapons: The Borg employ a variety of advanced weapons systems taken mostly from assimilated cultures throughout the galaxy. Below is a list of some of these weapons. It should be noted that despite the Borg's drive to create uniformity, not all vessels of the same type are identical in terms of weapons and equipment.



Cutting Beams: The cutting beam is generally used in conjunction with the tractor beam. Once a target has been caught in the tractor beam, an extremely focused particle beam begins to slice up the target to be brought on board the Borg vessel to be assimilated (see *TNG episode "Q Who"*). As with all other beam weapons, an attack roll must be made and requires 1 round to recharge. Because of the cutting beam's specific design, it receives a -5 on the attack chart. Although generally not used as such, it can also be used as an offensive weapon (see *DS9 episode "Emissary"*).



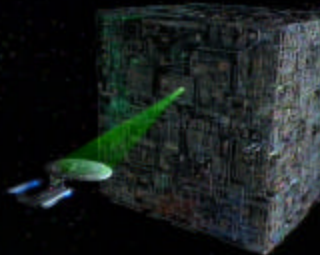
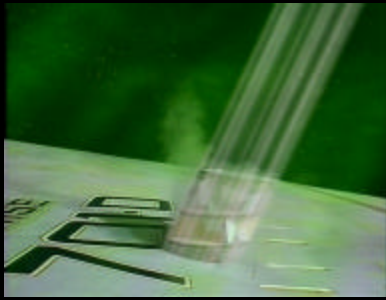
Gravimetric Torpedoes: Designed by the Borg, these torpedoes use gravitons to create an inversion field that disrupts a target's defenses. This weapon is standard against targets that resist assimilation attempts. Because of its extra damage potential, it gains +2 on the *attack chart*. It also draws much more resources than a standard torpedo, requiring 3 turns to reload.



Energy Drain Torpedoes: These torpedoes are specifically calibrated to drain the shields and engine power of their target (see *TNG episode "Q Who"*). When a target vessel is struck, instead of consulting the damage chart, the vessel incurs 1D10 plus the Borg ship's class value percent in shield and engine damage. For example, a Borg cube fires an energy drain torpedo on a target. Both sides roll their attack and defense. If the Borg vessel successfully hits the target, it rolls 1D10 plus 10 and that is the percentage deducted from the target's shield and engines status. These torpedoes require a single round to reload.



Tractor Beam Drain: In addition to normal tractor beam properties, Borg tractor beams drain shield strength at the rate of 1D10 percent per round, deducted at the end of the round after all other firing and damage has been recorded.



1. **Ship Placement:**
 - 1.1. Each ship captain rolls 1D10 and adds their *Starship Combat Strategy and Tactics* score divided by 10. The captain with the lowest score will have his ship placed first, with each successive captain placing in order from lowest to highest.
 - 1.2. Each conn officer/helmsman rolls 2D10 and subtracts their *Starship Helm Op* score divided by 10; the result is the minimum number of hexes the ship is from the central hex.
2. **Boarding Action:**
 - 2.1. Boarding actions occur before any skill or repair rolls are made and before any systems recharge for the new round. Any ships involved in a boarding action must resolve their outcomes before starship combat resumes (see separate '*Boarding Actions*' addendum and *Tactical Officer* above).
3. **Recharge:**
 - 3.1. Shields recharge at a rate of 1D10% per round, which is rolled by the tactical officer, provided the system is not damaged or enemy forces do not control the deflector shield systems.
 - 3.2. Weapons completed 1 full round of recharge or reload, provided the particular weapon system is not damaged or controlled by enemy forces. Some weapons require multiple rounds to fully recharge or reload.
4. **Skill Rolls:** Each player character position keeps track of their departments.
 - 4.1. Ships may cloak or de-cloak at this time.
 - 4.2. **The Captain:**
 - 4.2.1. Each captain rolls 1D10 and adds to it their *Starship Combat Strategy & Tactics* score divided by 10 rounded down, plus any modifiers, shown below.

LUC >70	+1
LUC <20	-1
PSI >70	+1
PSI <20	-1

- 4.2.2. The highest scoring captain's vessel goes first, followed by the next highest, etc. Ties are re-rolled.
- 4.2.3. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any.
 - 4.2.3.1. As an option, the captain may roll one of the following:
 - 4.2.3.1.1. Roll vs. *Leadership* to give a +10 to any single skill rolled against by a bridge officer
 - 4.2.3.1.2. Roll vs. *Leadership* to give a +1 on any single attack, or
 - 4.2.3.1.3. Roll vs. *Leadership* to give a +1 on any single defense.
- 4.3. **Executive Officer:**
 - 4.3.1. Roll vs. *Starship Combat Strategy and Tactics* to give the captain a +1 toward his tactical advantage roll,
 - 4.3.2. Roll vs. *Leadership* to give a +1 on any single attack,
 - 4.3.3. Roll vs. *Leadership* to give a +1 on any single defense, or
 - 4.3.4. Roll vs. *Leadership* to give a +10 to any single skill rolled against by a bridge officer
- 4.4. **Ship's Counselor :**
 - 4.4.1. During the placement phase, roll vs. *PSI* attribute or the average of *INT* and *Psychology* scores to give the captain a +1 toward his tactical advantage roll,
 - 4.4.2. Roll vs. average of *PSI* and *Starship Sensors* or *INT*, *Psychology* and *Starship Sensors* to give a +10 bonus to detect cloaked vessels within a firing arc,
 - 4.4.3. Roll vs. *PSI* attribute or the average of *INT* and *Psychology* scores to give a +1 on any single attack, or
 - 4.4.4. Roll vs. *PSI* attribute or the average of *INT* and *Psychology* scores to give a +1 on any single defense.

- 4.5. **Conn Officer:**
 - 4.5.1. Roll vs. *Starship Weaponry Technology* to repair damaged weapon systems once during combat (No roll to fire a repaired weapon can be made until the next round),
 - 4.5.2. Roll vs. *Deflector Shield Tech* to repair damaged shield systems (No recharge roll can be made until next round), or
 - 4.5.3. Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status
 - 4.6. **Ops Officer:**
 - 4.6.1. Roll vs. the average of *Starship Sensors* and *Electronics Tech* to repair damaged sensors once during a combat,
 - 4.6.2. Roll vs. *Damage Control Procedures* to regain 1D10% hull integrity,
 - 4.6.3. Roll vs. *Communications Systems Technology* plus *Electronics Tech* divided by 2 to repair the viewscreen once during combat, or
 - 4.6.4. Roll 1D10 and add *Communications Systems Operation* divided by 10, and compare roll with opposing ops/comm officer. The highest roll jams or un-jams communications for the round.
 - 4.7. **Tactical Officer:**
 - 4.7.1. Roll vs. *Starship Sensors* at -20 to detect cloaked vessels within a certain firing arc, or
 - 4.7.2. Roll vs. *Starship Sensors* to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status .
 - 4.7.3. Refer to *Boarding Actions* supplement.
 - 4.8. **Chief Engineer:**
 - 4.8.1. Roll vs. *Warp Drive Technology* to give extra engine power, a +1 bonus on the *attack* and *defense charts*,
 - 4.8.2. Roll vs. *Warp Drive Technology* to recover 1D10% of engine damage, or
 - 4.8.3. Roll vs. *Starship Engineering/Astronautics* to repair a damaged shipboard system.
 - 4.8.4. Roll vs. *Starship Engineering/Astronautics* at -20 to access auxiliary power.
 - 4.9. **Chief Medical Officer:**
 - 4.9.1. Roll vs. *General Medicine* to reduce casualties by 1D10%, or
 - 4.9.2. Roll vs. *Life Support Systems Tech* to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat.
5. **First Shot Surprise:** An attacking captain must declare his intention during the *skill roll* phase and win tactical advantage (see *skill rolls, captain*). Next, the defending tactical officer (or navigator) must make a save vs. *Deflector Shield Op* with a +20 penalty added to the roll. A failure means the attacking ship gets one chance to fire a single weapon system before either ship has moved and the defending ship has a chance to raise its shields. After damage (if any) has been recorded, the movement phase begins.
 6. **Movement:**
 - 6.1. Each ship begins with a total of 3 hex movements
 - 6.2. A ship earns 1 extra move for every 2 classes smaller than the largest class vessel on the hex map.
 - 6.3. Movement proceeds in order based on the captains' rolls.
 - 6.4. Defending captain may order his ships' weapons to intercept incoming weapons fire, or *point defense*.

7. Firing Weapons:

7.1. Each ship may begin firing on their declared targets in the same order as their movement.

Attack Chart		
	LUC > 70	+1
	LUC < 20	-1
Warp Speed:		
	Slower than target:	-2 then -1 per warp speed
	Faster than target:	+2 then +1 per warp speed
Enemy Size		
	Enemy ship non-military	+3
	Enemy ship smaller (per class)	+1
	Enemy ship larger (per class)	-1
Targeting		
	Per Damage Chart Level	-1
	Enemy stationary	+3
Engines/Power (per nacelle over 1)		
	Engine Increase	+1
	Engines Damaged (per 25%)	-1
Weapon Type		
	Secondary Beam Weapon	+1
	Torpedo Weapon (per launcher)	+2
	Multiple fire Cumulative after the first (max. 3 per launcher):	-2
	Quantum Torpedo	+1
	Transphasic/Gravimetric Torpedo	+2
	Plasma Weapon (per launcher)	+8
	Energy-dampening Weapon	+0
	Rocket/Missile	-5
Sensor Lock		
		+1
Cloaked Ships		
	Enemy cloaked	-6
	Cloaked ship stationary	-2
Attacking Government		
	Borg	+5
	Breen	+3
	Cardassian	-2
	Dominion	+2
	Federation	+0
	Ferengi	-1
	Gorn	-2
	Jem'Hadar	+2
	Kazon	-3
	Klingon	+2
	Orion	-3
	Reman	+1
	Romulan	-1
	S'on'a	-2
	Tholian	-2

7.2. The tactical officer or helmsman rolls 1D10, adds his *Ship's Weaponry Op* score divided by 10, and adjusts the result against the *attack chart*.

7.2.1. If the defending ship has declared point defense, then the attack roll remains without the *attack chart* modifications until point defense is resolved (see *Point Defense* below).

7.3. Firing continues until all ships have had their attacks.

8. Point Defense:

8.1. After an enemy has declared his intent to fire, the tactical officer or helmsman rolls 1D10 and adds his *Ship's Weaponry Opscore/10* and consults the *point defense chart* below:

Point Defense Modifiers		
LUC > 70		+1
LUC < 20		-1
Attacking Vessel Size		
Enemy ship non-military		+3
Enemy ship smaller	(per class)	+1
Enemy ship same class		+0
Enemy ship larger	(per class)	-1
Incoming Weapon Type		
Rocket/Missile		+5
Torpedo		-2
Plasma Weapon		-3
Defending Weapon Type		
Plasma weapon	(per launcher)	-3
Beam Weapon		+0
Secondary Beam Weapon		+0
Torpedo weapon	(per launcher)	-1
	Multiple fire Cumulative after the first (max. 3 per launcher)	-2
Engine/Power		
Engine increase		+1
Per Nacelle over 1		+1
Engines damaged	(per 25%)	-1
Casualties	(per 25%)	-1
Sensor lock	required	
Target		
Defender is target		-3
Defender is not target		+1
Defending Gov't type		
Borg		+3
Breen		+2
Cardassian		-4
Dominion		+1
Federation		+0
Ferengi		-3
Gorn		-1
Jem'Hadar		+0
Kazon		-5
Klingon		-1
Orion		-3
Reman		-2
Romulan		-2
S'on'a		-3
Tholian		-3

8.2. The modified point defense roll is subtracted from the unmodified attack roll. If the defense roll is greater, then the defense was successful and the attack ends. If the defense roll is lower, then the attack proceeds normally. Only missile type weapons may be defended this way.

9. Defense:

9.1. For each attack, the navigator rolls 1D10, adds his *Deflector Shield Op* score divided by 10.

9.2. The navigator's roll is then adjusted based on the *defense chart* below:

Defense Chart		
LUC > 70		+1
LUC < 20		-1
Engines/Power		
Per Nacelle over 1		+1
Engine Increase		+1
Engines Damaged	(per 25%)	-1
Shield Status		
Shields Damaged	(per 25%)	-1
No Shields/Down		-5
Ablative Armor	(per level)	+1
Casualties	(per 25%)	-1
Multiple Opponents	(for each over 1)	-1
Defending Government		
Borg		+3
Breen		+1
Cardassian		-3
Dominion		+0
Federation		+0
Ferengi		-2
Gorn		+3
Jem'Hadar		+0
Kazon		-4
Klingon		-2
Orion		-2
Reman		-2
Romulan		-1
S'on'a		-3
Tholian		-1

9.3. The tactical officer's or navigator's modified roll is subtracted from the incoming attack roll. The result is compared on the *damage chart*.



10. Damage:

10.1. After subtracting the modified defense roll from the attack roll, the resulting number is referenced against the *damage chart*.

Damage Chart					
Roll	Shields	Engines	Hull	Casualties	Sub-system
+0			Miss		
+1	-10%	None	None	None	None
+2	-10%	-10%	None	None	None
+3	-20%	-10%	-10%	None	None
+4	-20%	-10%	-10%	None	None
+5	-30%	-10%	-10%	-10%	1 roll
+6	-30%	-10%	-10%	-10%	1 roll
+7	-40%	-20%	-10%	-10%	1 roll
+8	-40%	-20%	-10%	-10%	1 roll
+9	-50%	-20%	-20%	-10%	2 rolls
+10	-50%	-30%	-20%	-10%	2 rolls
+11	-60%	-30%	-20%	-20%	2 rolls
+12	-60%	-40%	-30%	-20%	2 rolls
+13	-70%	-40%	-30%	-30%	3 rolls
+14	-70%	-50%	-40%	-40%	3 rolls
+15	-80%	-60%	-50%	-50%	3 rolls
+16	-80%	-70%	-60%	-60%	3 rolls
+17	-90%	-80%	-70%	-70%	4 rolls
+18	-100%	-90%	-80%	-80%	4 rolls
+19	-100%	-100%	-90%	-90%	4 rolls
+20	-100%	-100%	-100%	-100%	4 rolls

10.2. The chart shows the percent damage, and is subtracted from its corresponding department starting at 100% unless previously damaged.

10.3. As an option, for each 4 levels of damage in an attack, the attacker may roll another 1D10 and reference the *sub-system chart*.

Sub System Chart	
Weapon systems:	
Roll 1D10: 1-7	Beam/Secondary
8-10	Torpedo/Plasma/Other
2	Viewscreen Out: -2 Attack & Defense rolls
3	Sensors Damaged: -4 Attack & Defense rolls
4	Sickbay Systems: No Casualty rolls
5	Shield system:
Roll 1D10: 1-8	No Recharge roll
9	Tractor system
10	Cloak
6	Transporter systems: No Boarding Actions
7	Communications systems: No Comm/Hull rolls
8	Gravity systems hit: -1 Attack & Defense rolls
9	Engineering:
Roll 1D10: 1-9	No Repairs
10	Warp Drive
10	Bridge hit: Roll vs. DEX; Failure 4D10 pts END damage, -2 Attack & Defense

9. Round Ends:

9.1. Combatants may disengage

9.2. Combatants continue beginning with step 2

Attack Chart

	LUC > 70		+1
	LUC < 20		-1
Warp Speed:			
	Slower than target:	-2 then -1 per warp speed	
	Faster than target:	+2 then +1 per warp speed	
Enemy Size			
	Enemy ship non-military		+3
	Enemy ship smaller	(per class)	+1
	Enemy ship larger	(per class)	-1
Targeting			
	Per Damage Chart Level		-1
	Enemy stationary		+3
Engines/Power			
		(per nacelle over 1)	+1
	Engine Increase		+1
	Engines Damaged	(per 25%)	-1
Weapon Type			
	Secondary Beam Weapon		+1
	Torpedo Weapon	(per launcher)	+2
	Multiple fire	Cumulative after the first (max. 3 per launcher):	-2
		Quantum Torpedo	+1
		Transphasic/Gravimetric Torpedo	+2
	Plasma Weapon	(per launcher)	+8
	Energy-dampening Weapon		+0
	Rocket/Missile		-5
Sensor Lock			
			+1
Cloaked Ships			
	Enemy cloaked		-6
	Cloaked ship stationary		-2
Attacking Government			
	Borg		+5
	Breen		+3
	Cardassian		-2
	Dominion		+2
	Federation		+0
	Ferengi		-1
	Gorn		-2
	Jem'Hadar		+2
	Kazon		-3
	Klingon		+2
	Orion		-3
	Reman		+1
	Romulan		-1
	S'on'a		-2
	Tholian		-2

Defense Chart

LUC > 70		+1
LUC < 20		-1
Engines/Power		
Per Nacelle over 1		+1
Engine Increase		+1
Engines Damaged	(per 25%)	-1
Shield Status		
Shields Damaged	(per 25%)	-1
No Shields/Down		-5
Ablative Armor	(per level)	+1
Casualties	(per 25%)	-1
Multiple Opponents	(for each over 1)	-1
Defending Government		
Borg		+3
Breen		+1
Cardassian		-3
Dominion		+0
Federation		+0
Ferengi		-2
Gorn		+3
Jem'Hadar		+0
Kazon		-4
Klingon		-2
Orion		-2
Reman		-2
Romulan		-1
S'on'a		-3
Tholian		-1

Sub System Chart

Weapon systems:	
Roll 1D10:	1-7 Beam/Secondary
1	8-10 Torpedo/Plasma/Other
2	Viewscreen Out: -2 Attack & Defense rolls
3	Sensors Damaged: -4 Attack & Defense rolls
4	Sickbay Systems: No Casualty rolls
5	Shield system:
	Roll 1D10: 1-8 No Recharge roll
	9 Tractor system
	10 Cloak
6	Transporter systems: No Boarding Actions
7	Communications systems: No Comm/Hull rolls
8	Gravity systems hit: -1 Attack & Defense rolls
9	Engineering:
	Roll 1D10: 1-9 No Repairs
	10 Warp Drive
10	Bridge hit: Roll vs. DEX; Failure 4D10 pts END damage, -2 Attack & Defense

Point Defense Chart

	LUC > 70	+1
	LUC < 20	-1
Attacking Vessel Size		
	Enemy ship non-military	+3
	Enemy ship smaller (per class)	+1
	Enemy ship same class	+0
	Enemy ship larger (per class)	-1
Incoming Weapon Type		
	Rocket/Missile	+5
	Torpedo	-2
	Plasma Weapon	-3
Defending Weapon Type		
	Plasma weapon (per launcher)	-3
	Beam Weapon	+0
	Secondary Beam Weapon	+0
	Torpedo weapon (per launcher)	-1
	Multiple fire Cumulative after the first (max. 3 per launcher)	-2
Engine/Power		
	Engine increase	+1
	Per Nacelle over 1	+1
	Engines damaged (per 25%)	-1
Casualties	(per 25%)	-1
Sensor lock	required	
Target		
	Defender is target	-3
	Defender is not target	+1
Defending Gov't type		
	Borg	+3
	Breen	+2
	Cardassian	-4
	Dominion	+1
	Federation	+0
	Ferengi	-3
	Gorn	-1
	Jem'Hadar	+0
	Kazon	-5
	Klingon	-1
	Orion	-3
	Reman	-2
	Romulan	-2
	S'on'a	-3
	Tholian	-3





Boarding Party Attack Chart

LUC > 70	+1
LUC < 20	-1
INT > 70	+1
Target Size	
Target vessel smaller (per class)	+1
Target same size	+0
Target vessel larger (per class)	-1
Target vessel non-military	+3
Boarding Party	
Civilians	-3
Standard crewmen	+0
Security	+1
Marines	+2
per 1000 troops	+1
Attacking Gov't	
Borg	+5
Breen	+3
Cardassian	-1
Dominion	+2
Federation	+0
Ferengi	-3
Gorn	+3
Jem'Hadar	+2
Kazon	-3
Klingons	+2
Orion	-1
Reman	+2
Romulan	+1
S'on'a	+1
Tholian	-2

Ship Defense Chart

LUC > 70	+1
LUC < 20	-1
INT >70	+1
Area Bonus	
(See Transport Chart)	
Casualties	
Casualties > 25%	-1
Casualties > 50%	-2
Casualties > 75%	-4
Multiple ships boarding	
per vessel	-1
Defending troops:	
Civilians	-2
Standard crewmen	+0
Security	+2
Marines	+3
per 1000 troops	+1
Defending Gov't	
Borg	+5
Breen	+3
Cardassian	+2
Dominion	+2
Federation	+1
Ferengi	-2
Gorn	+3
Jem'Hadar	+2
Kazon	-2
Klingons	+2
Orion	-1
Reman	+3
Romulan	+1
S'on'a	+1
Tholian	+2

Damage Chart for Borg Vessels

Roll	 Shields	 Power	 Hull	 Casualties	Sub-system
+0			Miss		
+1	-10%	None	None	None	None
+2	-10%	-10%	None	None	None
+3	-10%	-10%	-10%	-10%	None
+4	-10%	-10%	-10%	-10%	None
+5	-20%	-10%	-10%	-10%	1 roll
+6	-20%	-20%	-10%	-10%	1 roll
+7	-20%	-20%	-20%	-10%	1 roll
+8	-20%	-20%	-20%	-20%	1 roll
+9	-30%	-20%	-20%	-20%	2 rolls
+10	-30%	-30%	-20%	-20%	2 rolls
+11	-30%	-30%	-30%	-30%	2 rolls
+12	-40%	-40%	-40%	-40%	3 rolls
+13	-50%	-40%	-40%	-40%	3 rolls
+14	-50%	-50%	-50%	-50%	3 rolls
+15	-60%	-60%	-60%	-60%	4 rolls
+16	-70%	-70%	-70%	-60%	4 rolls
+17	-80%	-80%	-80%	-70%	5 rolls
+18	-90%	-90%	-90%	-80%	5 rolls
+19	-100%	-100%	-90%	-90%	6 rolls
+20	-100%	-100%	-100%	-100%	6 rolls

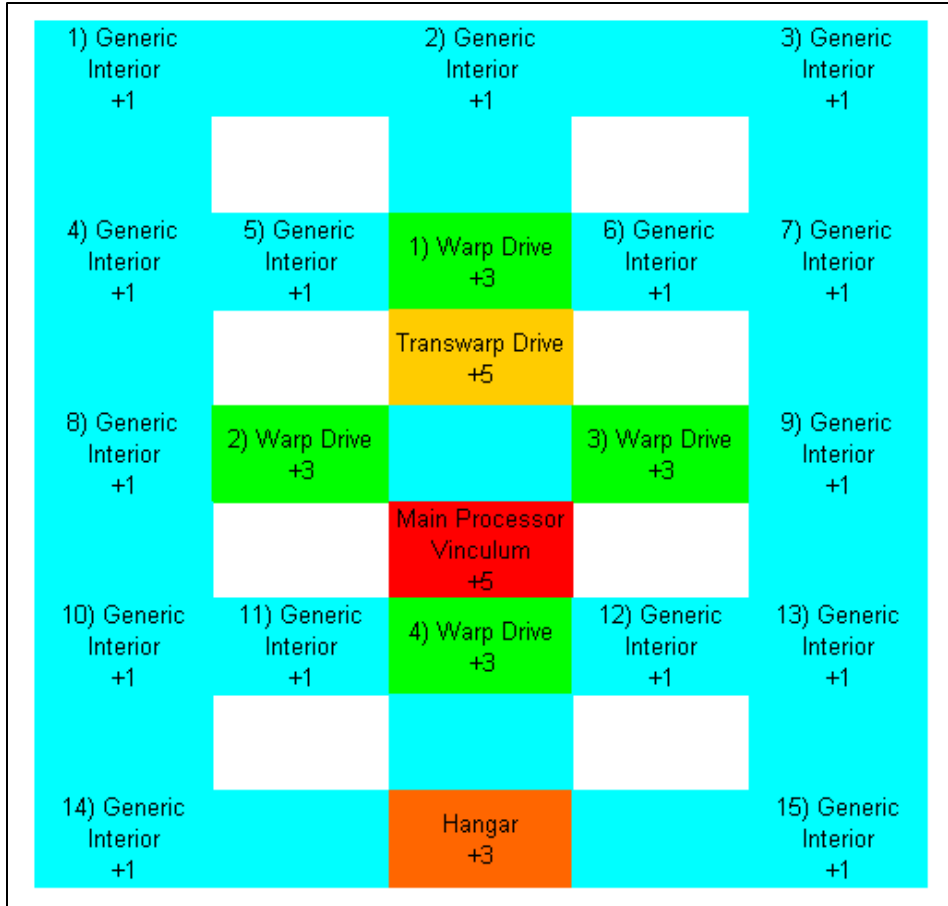
Sub System Chart for Borg Vessels

- 1 Beam Weapon Control Node Damaged: -4 Attack Rolls
- 2 Missile Weapon Node Damaged: -4 Attack Rolls
- 3 Sensor Matrix Damaged: -4 Attack & Defense Rolls
- 4 Alcove System Node Damaged - No Casualty Recovery
- 5 Shield Matrix Damaged - No Recharge, -4 Defense Rolls
- 6 Transporter systems- No Boarding Actions
- 7 Vinculum Processing Node Damaged- Major Failure*
 - *-5 No Shields Penalty on Defense
 - *No Attack Rolls
 - *Only Sub System Repair During Next Skill Roll Phase
 - *Opponents Receive +3 Enemy Stationary Bonus
- 8 Tractor Beam Systems Damaged
- 9 Power Distribution Node- No Engine/Power Repairs
- 10 Propulsion Systems Node- Roll 1D10*
 - *1-4 Sub-light
 - *5-8 Warp drive
 - *9-10 Transwarp

Class Chart for Borg Vessels

II	Borg Scout
III	Borg Probe
IV	Borg Sphere
X	Borg Cube
XI	Borg Tactical Cube
XII	Borg Type 3 Assimilator

Basic Interior for a Borg Vessel



Basic Borg Cube

Transport Chart

Roll	Result	Area Bonus
1-4	1) Generic Interior	+0
5-9	2) Generic Interior	+0
10-14	3) Generic Interior	+0
15-19	4) Generic Interior	+0
20-24	5) Generic Interior	+1
25-28	1) Warp Drive	+3
29-33	6) Generic Interior	+1
34-38	7) Generic Interior	+0
39-41	Transwarp Drive	+5
42-46	8) Generic Interior	+0
47-50	2) Warp Drive	+3
51-54	3) Warp Drive	+3
55-59	9) Generic Interior	+0
60-62	Main Processor Vinculum	+5
63-67	10) Generic Interior	+0
68-72	11) Generic Interior	+1
73-76	4) Warp Drive	+3
77-81	12) Generic Interior	+1
82-86	13) Generic Interior	+0
87-91	14) Generic Interior	+0
92-95	Hangar	+3
96-00	15) Generic Interior	+0

Ship Total Point Value: 51
Capture Minimum Value: 40

Generic Interior Roll

Roll	Result
1	Beam Weapon Control Node: -2 Attack
2	Missile Weapon Control Node: -2 Attack
3	Sensor Matrix: -2 Attack and Defense
4	Alcove System Node: -10% Casualties
5	Shield Matrix: -10% Shields
6	Transporter systems- No Boarding Actions
7	Processing Distribution Node: -2 All Rolls
8	Tractor Systems Disabled
9	Power Distribution Node: -5% Power Loss
10	Sub-light Propulsion: No Movement

Captain Control Panel

Starship Combat Strategy & Tactics: /10=

LUC: Leadership:

The Captain: The captain is responsible for making all the tactical decisions and determines tactical advantage during combat. Tactical advantage determines order of ship placement, movement and firing order in the combat round. At the beginning of each round, each captain rolls 1D10 and adds to it their Starship Combat Strategy & Tactics score divided by 10 rounded down, plus any modifiers, shown below.

LUC > 70 +1
LUC < 20 -1
LUC > 70 +1
LUC < 20 -1

Except for placement, the highest scoring captain's vessel has the option of going first followed by the next highest, etc. Ties are re-rolled. The lowest scoring captain must take his turn if the higher scoring captains defer, followed the next lowest, and so on. Once the turn order is established, the captain orders movement. After all ships have moved, firing target(s) are declared, if any. A ship does not have to fire on a declared target if the turns of battle no longer make it viable, but targets cannot be changed once they have been declared. For fleet maneuvers, only the ranking command officer of the entire fleet needs to roll for tactical advantage.

As an option, the captain may:

- 1) Roll vs. Leadership to give a +10 to any single skill rolled against by a bridge officer
- 2) Roll vs. Leadership to give a +1 on any single attack, or
- 3) Roll vs. Leadership to give a +1 on any single defense

Cloaked Ships in Combat: The captain orders his ship to cloak or de-cloak before the Skill Roll phase of combat. The counter is removed from the hex map, noting the ship's position. The Skill Roll and Movement phases proceed normally.

Ship Placement: In most cases, the placement of the ships is pre-determined by the adventure or the GM before play begins. However, sometimes scenarios require placement that hasn't been pre-determined, like during a chase or if another ship enters the area. To determine the initial distance to begin placement, select a central hex to use as a common reference for all the ships. Each ship captain rolls 1D10 and adds their Starship Combat Strategy and Tactics score divided by 10. The captain with the lowest score will have his ship placed first, with each successive captain placing in order from lowest to highest. This roll is separate from the captain's tactical roll (see Skill Rolls).

In large-scale combats, each captain would place a ship one at a time in order, based on the captain's tactical roll, until all ships have been placed.

Movement: Movement proceeds in order based on the captains' rolls. A captain may choose not to move his vessel, or move less than the maximum to maintain a tactical advantage. Any unused movement in a turn is lost.

Evading Incoming Fire: A ship captain may order his ship to evade incoming fire before the attack die is rolled. The ship may be turned 1 hexside or move 1 hex in reverse. The evading vessel receives a +2 bonus on its defense roll for the individual attack, and -2 on its next attack. Also, there is a cost of 1 movement the following round. A ship may evade only once in an attack phase. Stationary objects like space stations and starbases cannot evade.

Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage

Executive Officer Control Panel

Executive Officer: The executive or first officer in TNG has a significantly greater role than what was shown in TOS. Generally, the executive officer is second in command of the ship and retains only that status and performs those duties. On smaller vessels, and on rare occasions, capital ships, the executive officer also serves another bridge position, such as tactical or conn. In those circumstances, the exec has a choice to roll his normal skill rolls or the ones of his bridge position, but not both.

The executive officer also serves as the primary liaison between a ship's captain and the crew. It's the executive officer's responsibility to ensure the captain's orders are carried out, that crew concerns are addressed and relayed to the captain when necessary, and to advise the captain. To demonstrate these responsibilities for combat purposes, the executive officer may:

- 4) Roll vs. Starship Combat Strategy and Tactics to give the captain a +1 toward his tactical advantage roll,
- 5) Roll vs. Leadership to give a +1 on any single attack,
- 6) Roll vs. Leadership to give a +1 on any single defense, or
- 7) Roll vs. Leadership to give a +10 to any single skill rolled against by a bridge officer

Often, an executive officer commands away missions and boarding actions. A roll vs. Leadership skill can add +1 to the tactical officer's Small Unit Tactics and Starship Security skill rolls (see 'Boarding Actions' supplement).

Starship Combat Strategy & Tactics:

Leadership:

- Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage

Ship's Counselor Control Panel

PSI:

Psychology: + INT: /2=

Ship's Counselor: A relatively new bridge position, updated from the ship's psychiatrist role (see TOS "Where No Man Has Gone Before" and "Dagger of the Mind"), the ship's counselor's function in combat is to aid the captain and other bridge officers by providing insight about an enemy's disposition and intention. Some races and cultures have a particular predisposition to become ships' counselors because of their innate psionic or empathic abilities, such as Betazoids and Deltans. For game purposes, the counselor may use their PSI attribute or the average of their INT and Psychology scores.

The counselor may roll for one of the following:

- 1) During the placement phase, roll vs. PSI attribute or the average of INT and Psychology scores to give the captain a +1 toward his tactical advantage roll,
- 2) Roll vs. average of PSI and Starship Sensors or INT, Psychology and Starship Sensors to give a +10 bonus to detect cloaked vessels within a firing arc,
- 3) Roll vs. PSI attribute or the average of INT and Psychology scores to give a +1 on any single attack, or
- 4) Roll vs. PSI attribute or the average of INT and Psychology scores to give a +1 on any single defense

Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage

Conn Officer Control Panel

Conn Officer: The role of helmsman and navigator has been combined and is now referred to as the conn officer (on some vessels, this position is referred to as flight officer). Although the positions have been combined, the responsibilities during combat have changed. The conn officer does not generally roll for attack or defense, unless the tactical officer is not present, as in the case of smaller vessels that do not require a tactical officer, or the tactical officer is somehow incapacitated. The conn officer is also responsible for ship placement at the beginning of the combat sequence by rolling 2D10 and subtracting their Starship Helm Op score divided by 10; the result is the minimum number of hexes the ship is from the central hex. (see Ship Placement, Starship Combat II), moves the ship counter during play, and operates tractor/pressor beams (see Tractor/Pressor Beams, Starship Combat II).

During combat, the conn officer may roll for the following:

- 1) Roll vs. Starship Weaponry Technology to repair damaged weapon systems once during combat (No roll to fire a repaired weapon can be made until the next round),
- 2) Roll vs. Deflector Shield Tech to repair damaged shield systems (No recharge roll can be made until next round), or
- 3) Roll vs. Starship Sensors to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status

Starship Helm Op: /10=

Starship Weaponry Technology:

Deflector Shield Technology:

Starship Sensors:

Ship Speed: s 1 2 3 4 5 6 7 8 9 10 T S

Max Safe: Emergency:

Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage

Shields: (Roll 1D10)
 1-8 No Recharge roll
 9 Tractor Beam
 10 Cloak

Sensor lock

Ops Officer Control Panel

Ops Officer: The operations officer, or ops, coordinates ship resources to maximize efficiency, facilitates and supports landing party or away missions. The ops officer has effectively evolved from the roles of the former science officer and communication officer, so the majority of the ops function revolves around sensors and communication.

The ops officer may roll one of the following in a combat situation:

- 1) Roll vs. the average of Starship Sensors and Electronics Tech to repair damaged sensors once during a combat,
- 2) Roll vs. Damage Control Procedures to regain 1D10% hull integrity,
- 3) Roll vs. Communications Systems Technology plus Electronics Tech divided by 2 to repair the viewscreen once during combat, or
- 4) Roll 1D10 and add Communications Systems Operation divided by 10, and compare roll with opposing ops/comm officer. The highest roll jams or un-jams communications for the round.

Starship Sensors: + Electronics Tech: /2=

Damage Control Procedures:

Communications Systems Tech: + Electronics Tech: /2=

Communications Systems Operation:

oper dam Sensors damaged: -4 Attack & Defense rolls

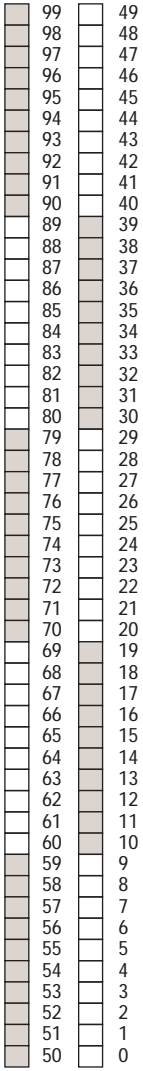
oper dam Viewscreen out: -2 Attack & Defense rolls

Communication System Jammed

Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage



100%



Tactical Officer Control Panel

Tactical Officer/Security Chief: The most robust of all the bridge command specialties, all of the ship's offense and defense responsibilities are now routed through the tactical station. The tactical officer rolls attack (see Helmsman, Starship Combat II), intercepts incoming missiles (see Intercepting Incoming Attacks, Starship Combat II Advanced), and rolls defense (see Navigator, Starship Combat II) during combat. Because of the increased responsibility, the tactical officer's ability to repair systems is limited.

On most vessels, the tactical officer also handles internal ship security and boarding actions. For more details, refer to 'Boarding Actions' supplement.

Starship Weaponry Operation: /10=
 Deflector Shield Operation: /10=
 Starship Sensors:
 Starship Security Procedures: /10=
 Small Unit Tactics: /10=

The tactical officer may also roll the following in a combat situation:

- 1) Roll vs. Starship Sensors at -20 to detect cloaked vessels within a certain firing arc, or
- 2) Roll vs. Starship Sensors to obtain a sensor lock on a vessel, providing detailed information on the target ship's status: hull, shield, weapon, engine, and casualty status

Sensor lock
 Bridge hit:
 -2 Attack & Defense this round
 Roll vs. DEX
 Failure 4D10 pts END damage



100%

99	49
98	48
97	47
96	46
95	45
94	44
93	43
92	42
91	41
90	40
89	39
88	38
87	37
86	36
85	35
84	34
83	33
82	32
81	31
80	30
79	29
78	28
77	27
76	26
75	25
74	24
73	23
72	22
71	21
70	20
69	19
68	18
67	17
66	16
65	15
64	14
63	13
62	12
61	11
60	10
59	9
58	8
57	7
56	6
55	5
54	4
53	3
52	2
51	1
50	0

Boarding Actions

Crew:

1	21	41	61	81
2	22	42	62	82
3	23	43	63	83
4	24	44	64	84
5	25	45	65	85
6	26	46	66	86
7	27	47	67	87
8	28	48	68	88
9	29	49	69	89
10	30	50	70	90
11	31	51	71	91
12	32	52	72	92
13	33	53	73	93
14	34	54	74	94
15	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20	40	60	80	100

Troops:

1	21	41	61	81
2	22	42	62	82
3	23	43	63	83
4	24	44	64	84
5	25	45	65	85
6	26	46	66	86
7	27	47	67	87
8	28	48	68	88
9	29	49	69	89
10	30	50	70	90
11	31	51	71	91
12	32	52	72	92
13	33	53	73	93
14	34	54	74	94
15	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20	40	60	80	100

Ship's Weapons:

Beam Weapons

oper	dam
armed	reload

Secondary Beam

oper	dam	
armed	reload	reload

Energy Dampening

oper	dam	
armed	reload	reload

Torpedo Weapons

oper	dam
------	-----

	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload
	F	P	S	A		F	P	S	A				
P	Q	T	armed	reload	reload	reload	P	Q	T	armed	reload	reload	reload

Plasma Weapons

oper	dam	
armed	reload	reload
oper	dam	
armed	reload	reload

Chief Engineer Control Panel

Starship Engineering/Astronautics:

Warp Drive Technology:

Chief Engineer: The chief engineer has one of the most difficult positions: The responsibility of maintaining the engines and repairing damaged systems throughout the combat. At the beginning of the round he may roll for one of the following:

- 1) Roll vs. Warp Drive Technology to give extra engine power, a +1 bonus on the attack and defense charts,
- 2) Roll vs. Warp Drive Technology to recover 1D10% of engine damage,
- 3) Roll vs. Starship Engineering /Astronautics to repair a damaged shipboard system, or
- 4) Roll vs. Starship Engineering/Astronautics at -20 to access auxiliary power (see Auxiliary Power, Starship Combat II Advanced).

The engineer may repair damaged systems in other departments. Only one roll can be made at this time.

The damage percentage is only a relative combat readiness rating, and the actual damage to the ship is repaired after the combat ends. Once a combat is over, the engineer tallies the amount of the damage the ship took throughout the combat. He then may roll 1D10 and add Warp Drive Technology divided by 10 or Starship Engineering divided by 10, whichever is applicable, to determine the percent of repair. The engineer may distribute a repair roll percentage amongst several categories if he chooses. For every 10% of damage repaired, one subsystem is restored. Only one repair roll can be made per day. If a ship receives more than 60% of damage in any category, the ship must return to a repair facility to properly repair the damage. Unrepaired damage or systems may return to haunt the ship later, at the gamemaster's discretion.

Auxiliary Power: Auxiliary power generally refers to a ship's backup power source, used in an emergency when the normal generators become inoperative. Under extreme circumstances, these reserves can be tapped to supplement a ship's main power systems. During the skill roll phase, the chief engineer may roll against his Starship Engineering skill at -20 to access these backup power systems. If successful, the amount of power added to the engines track is equal to 100 divided by the ship's maximum safe cruising speed, rounded up. Auxiliary power is the first to be drained and cannot be replenished during combat.

Disengaging Combat: A combat scenario can end in several different ways: Mutual consensus, in which both parties parley some kind of peace, defeat by surrender, defeat by overwhelming force, destruction, or escape. When a ship's hull, engine or casualty percentage reaches 0%, the ship is disabled and cannot continue.

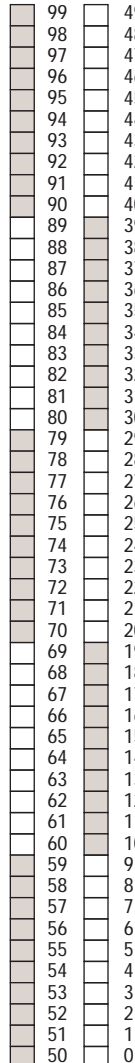
A ship may escape combat by moving off the board or increasing or decreasing warp speed. Increasing warp speed to escape must be declared before the recharge phase of a combat turn.

To increase or decrease warp speed by more than one increment, the Chief Engineer must make a % roll vs. Warp Drive Tech before the Skill Roll phase of a combat round. As an option, the gamemaster may allow several increments with a single roll with a +10 penalty per extra warp beyond the second so long as it doesn't exceed the ship's emergency speed. For example, if a ship wishes to increase its speed from impulse to warp 4, there would be a +20 penalty to his roll. A failed roll reduces the ship's speed to the highest warp possible based on the roll made.

If a captain decides to pursue a vessel trying to escape, the Chief Engineer must roll to match the speed of the escaping vessel. In that round, if the roll is successful, then a new combat sequence begins, and the ship counters are placed on the board (see Ship Placement). A captain may choose to overtake an escaping vessel at a higher warp speed, in which case the Engineer must roll for the greater speed. If successful, warp combat may begin (see Warp Speed Combat). After two rounds, if the pursuing ship is unable to catch up with the escaping ship, it has escaped and a lengthy pursuit may ensue.



100%



- Bridge hit:
-2 Attack & Defense this round
Roll vs. DEX
Failure 4D10 pts END damage
- Transporter systems:
No Boarding Actions
- Gravity systems hit:
-1 Attack & Defense rolls
- Engineering Systems:
Roll 1D10:
 1-9 -No Repairs Next Round
 10 -Warp Drive Damaged

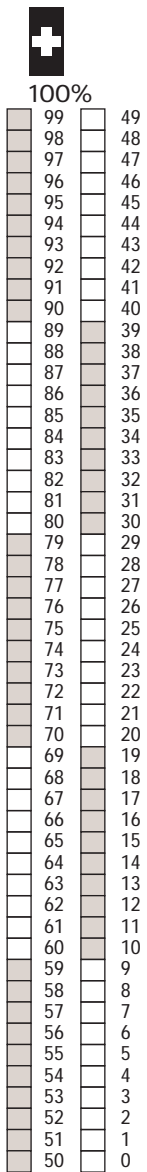
Medical Officer Control Panel

Chief Medical Officer: The ship's doctor and staff are responsible for tending to the injured during combat. From a practical standpoint, casualties are not miraculously healed, but rather the medical allows less injured crewman to return to their posts, maintaining the efficiency of the ship for the duration of the combat. The chief medical officer may make one roll:

- 1) Roll vs. General Medicine to reduce casualties by 1D10%, or
- 2) Roll vs. Life Support Systems Tech to repair or bypass damaged sickbay systems. The repair roll can only be done twice during the whole combat.

For every 20% of casualties, there will be 4% serious injuries that will require extensive care at a starbase or hospital after the combat and 1% are fatalities.

Life Support Systems Technology: Medicine (General):



Bridge hit:
 -2 Attack & Defense this round
 Roll vs. DEX
 Failure 4D10 pts END damage

Sickbay systems:
 No Casualty rolls

NPC VESSEL CONTROL PANEL

Crew Efficiency Rating:

/10=

Ship Name:

Ship Class:

Gov't:

Ship Speed:

s 1 2 3 4 5 6 7 8 9 10 T S

Max Safe:

Emergency:

Ship's Weapons:

Beam Weapons

oper dam

F P S A
armed reload

Secondary Beam

oper dam

F P S A
armed reload reload

Torpedo Weapons

oper dam

F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload

F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload
F P S A						
P	Q	T	armed	reload	reload	reload

Plasma Weapons

oper dam

F P S A
armed reload reload

Energy Dampening

oper dam

F P S A
armed reload reload

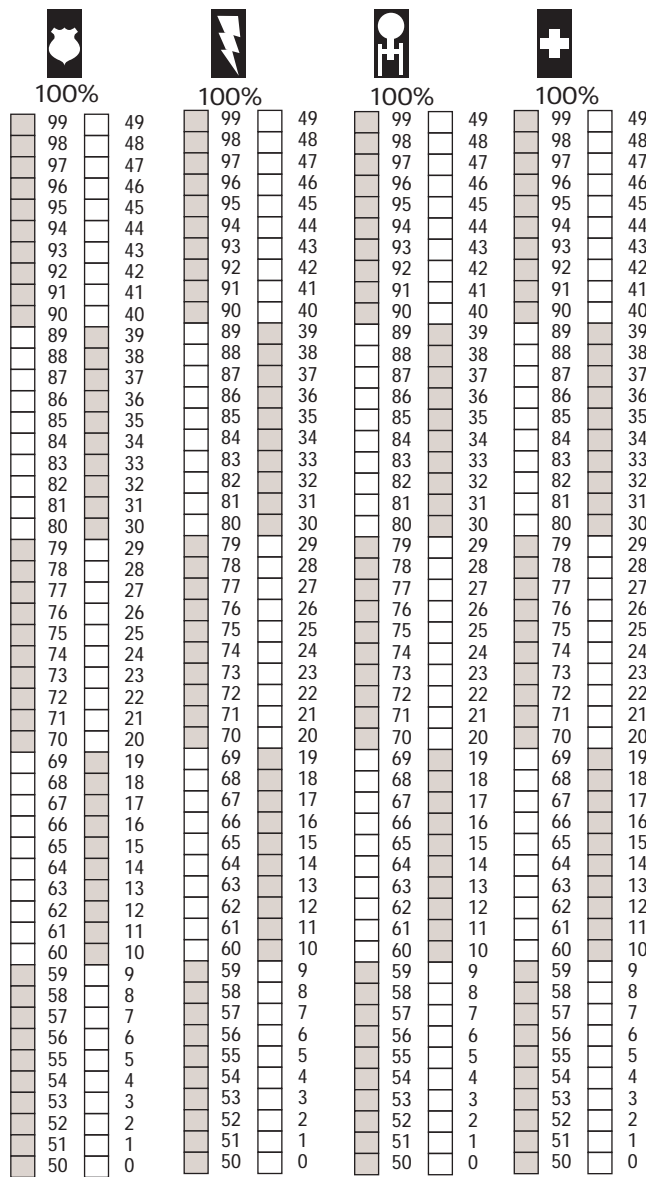
Boarding Actions

Crew:

1	21	41	61	81
2	22	42	62	82
3	23	43	63	83
4	24	44	64	84
5	25	45	65	85
6	26	46	66	86
7	27	47	67	87
8	28	48	68	88
9	29	49	69	89
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13	33	53	73	93
14	34	54	74	94
15	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20	40	60	80	100

Troops:

1	21	41	61	81
2	22	42	62	82
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5	25	45	65	85
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11	31	51	71	91
12	32	52	72	92
13	33	53	73	93
14	34	54	74	94
15	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20	40	60	80	100



Sub System Damage Chart

- 1 Weapon System 1-7 Beam/Secondary (Roll 1D10) 8-10 Torpedo/Plasma/Other
- 2 Viewscreen out: -2 Attack & Defense rolls
- 3 Sensors damaged: -4 Attack & Defense rolls
- 4 Sickbay systems: No Casualty rolls
- 5 Shields: (Roll 1D10) 1-8 No Recharge roll 9 Tractor Beam 10 Cloak
- 6 Transporters: No boarding actions
- 7 Communications: No Communication/Hull rolls
- 8 Gravity Systems: -1 Attack & Defense rolls
- 9 Engineering Systems 1-9 No repairs (Roll 1D10) 10 Warp Drive Damaged
- 0 Bridge hit: -2 Attack & Defense; Player Characters roll vs. DEX, failure 4D10 pts END
- Communication System Jammed

BORG VESSEL CONTROL PANEL

Ship's Weapons:

Ship Designation:

Ship Class: Gov't: Borg

Ship Speed:

s	1	2	3	4	5	6	7	8	9	10
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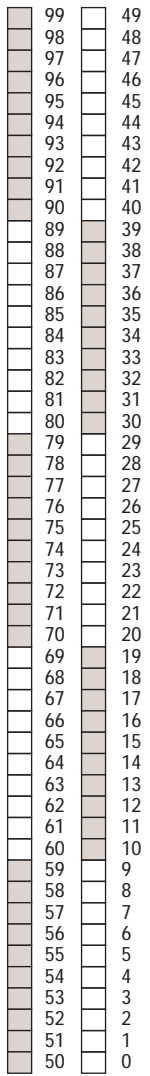
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Max Safe: Emergency:

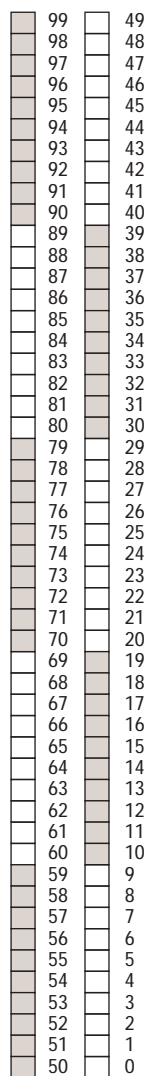
Crew Efficiency Rating: 60 /10= 6



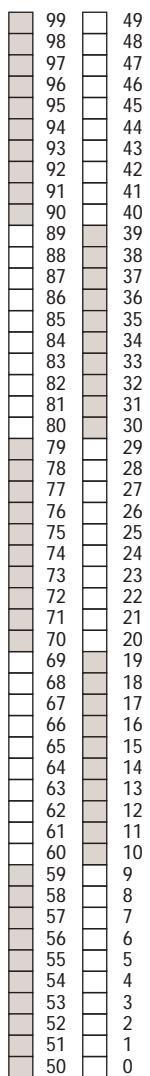
100%



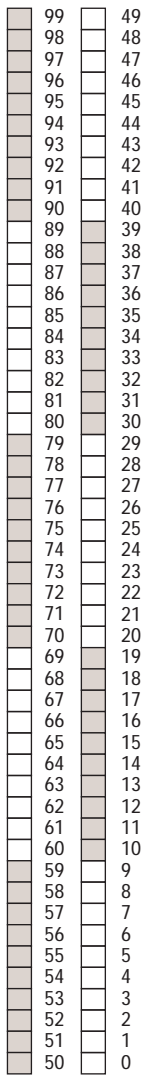
100%



100%



100%



Beam Weapons

		F	P	S	A
oper	dam	armed	reload		

Cutting Beam

		F	P	S	A
oper	dam	armed	reload		

Torpedo Weapons

oper	dam
------	-----

		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload
		F	P	S	A
E	G	armed	reload	reload	reload

Tractor Beam

oper	dam
------	-----

Sub System Damage Chart

- Beam Weapon Control Node Damaged: -4 Attack Rolls
 - Missile Weapon Node Damaged: -4 Attack Rolls
 - Sensor Matrix Damaged: -4 Attack & Defense Rolls
 - Alcove System Node Damaged - No Casualty Recovery
 - Shield Matrix Damaged - No Recharge, -4 Defense Rolls
 - Transporter systems- No Boarding Actions
 - Vinculum Processing Node Damaged- Major Failure*
* -5 No Shields Penalty on Defense
* No Attack Rolls
* Only Sub System Repair During Next Skill Roll Phase
* Opponents Receive +3 Enemy Stationary Bonus
 - Tractor Beam Systems Damaged
 - Power Distribution Node- No Engine/Power Repairs
 - Propulsion Systems Node- Roll 1D10*
* 1-4 Sub-light
* 5-8 Warp drive
* 9-10 Transwarp
- Communication System Jammed

Boarding Actions

Drones:

