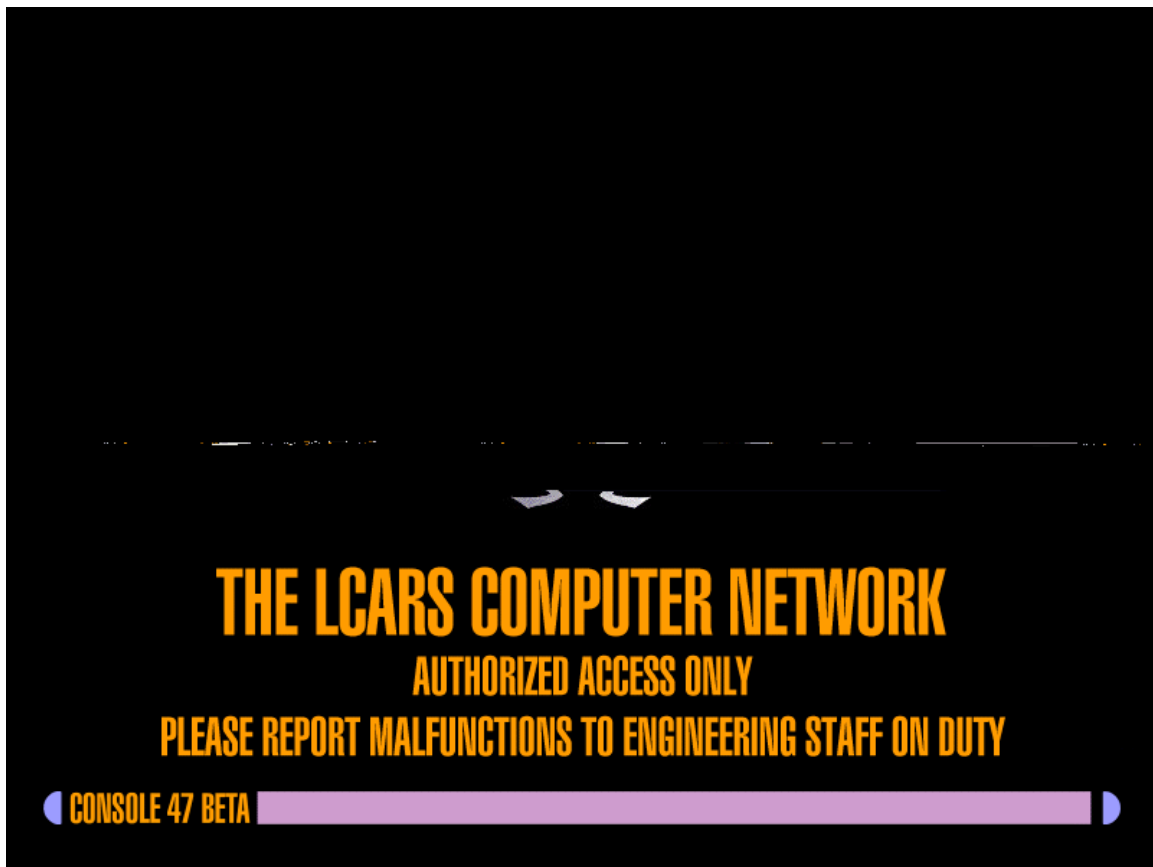


Star Trek Starship Combat

Rules by Harold Crossley



What you need:

Ships (I use 1:1400 scale, but anything smaller will work fine, with larger scales you might want to increase ranges)

Dice, several D6 will work

Measuring tape, in inches

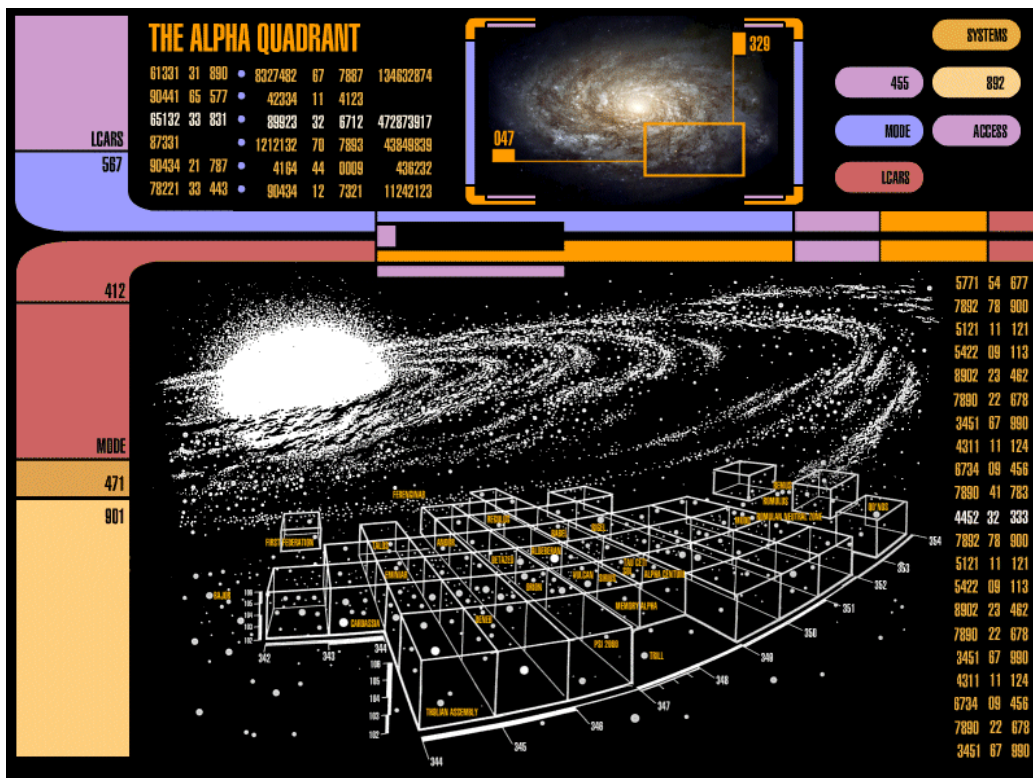
A Playing surface, 4'x4' works nicely, although larger the better, generally.

How the game goes:

A ship is by definition any object in space. Space docks, shuttles, and asteroids are ships. Planets are not. Planets will have their own special rules.

Each ship has an initiative value. This is $(M / 10) + (S) +$ a roll of D6. This determines the initiative for the entire battle. The ship with the highest initiative goes first, the second highest second and so on. During a ship's turn they can move and fire in any order or perform any other actions they have (i.e. cloak).

A ship is comprised of several values. These are: *Shields, Hull, Phasers, Torpedoes, Speed, Maneuverability, and specials*. Specials include things like cloak and separate



Here's an explanation of various things:

Shields

Each damage takes it down by one point or more. Each facing of the ship has the Shield rating. Every turn you get 5 points to distribute to facings that need it. You cannot go over your original rating.

Hull

After the shield rating is brought down to 0, and you get hit on that facing you start taking hull damage. Every point of damage on the hull you have to roll 2D6. On a roll of 12 you roll on the critical damage table. Every point of damage under 10 adds one to the roll.

Phasers

Phasers are less effective at longer ranges. From **1 - 45** inches damage is as below. From **46-60** inches there is a **-1** to all damaged caused. From **61-85** inches there is a **-2** to all damaged caused. **Phasers cannot hit targets farther than 85 inches.** When you hit (see hitting below) you roll the number of dice according to the number of phasers on that facing. If the amount is over, and the target has shields you bring down the shields the amount over the rating. Other wise you just do one damage if you do not beat the roll or are hitting the hull.

Torpedoes

Photon Torpedoes have a range of 70 inches. Advanced and Quantum torpedoes have a range of 80 inches. Over half range the torpedoes have a -1 to hit. To fire you chose what type of spread: single, dual, or quad, then apply the modifiers and roll to hit. If you hit then you roll the number of dice equal to the number of torpedoes hit. If this exceeds the shields, or in case of shields down the hull, then it does the amount of damage over the rating. Otherwise, it does one damage. It takes one of your turns to reload a torpedo that was fired. A single spread uses one torpedo per shot, has a +1 to damage rolls, but a -1 to hit rolls. A dual spread uses two torpedoes, an has no modifiers. A quad spread uses four torpedoes, has a -1 to damage rolls and a +1 to hit rolls.

Speed

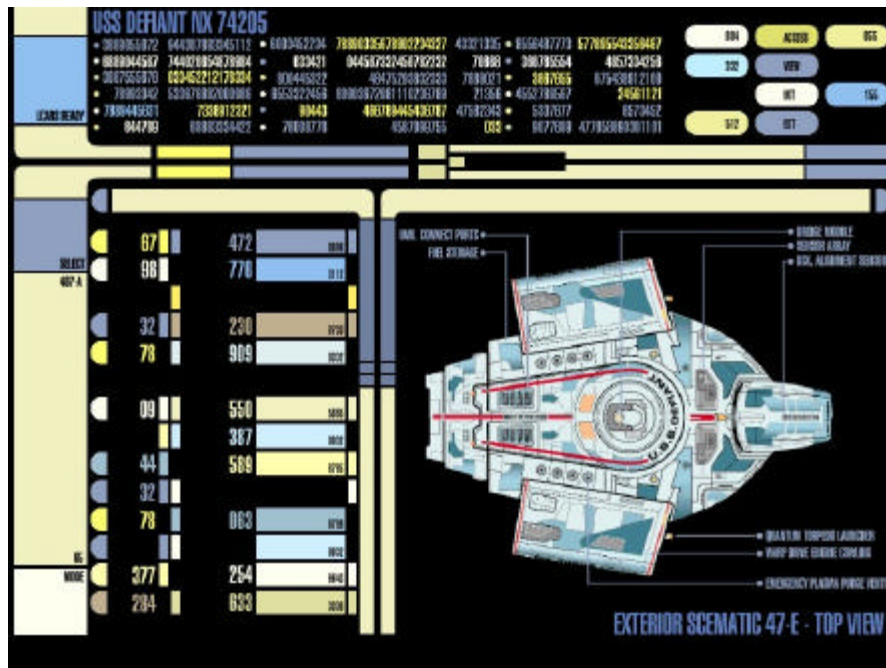
This is the total amount of movement in inches a ship can do per turn.

Maneuverability

The number of total degrees a ship can pivot in a turn.

Cloak

When activated you may not move or fire that turn. Until it is deactivated you may move, but not fire and cannot be fired upon. You must spend a turn to deactivate it. While activating, using, or deactivating all your shield ratings become 0 and your next turn after you deactivated the cloak will return to pre-cloak levels.



Firing at your target

The side that is facing the opponent (fore, aft, side) is the firing facing. The side that is facing you (fore, aft, side) is the receiving facing. These facings can fire and take damage.

There are modifiers on hitting an enemy ship:

If its maneuverability is less than 100 degrees, there is no modifier.

If its maneuverability is greater than 100 degrees, but not greater than 200 degrees phasers need a 3+ on a D6 to hit and torpedoes have a -1 to hit.

If its maneuverability is greater than 200 degrees, but not greater than 300 degrees phasers need a 4+ on a D6 to hit and torpedoes have a -2 to hit.

If its maneuverability is greater than 300 degrees, phasers need a 5+ on a D6 to hit and torpedoes have a -3 to hit.

These are not cumulative.

This means faster and more maneuverable ships will be harder to hit.



Critical Hits

Every time a 12 or greater is achieved after hull damage; there is a critical hit. Each subsystem has 5 points of damage to soak up until it is destroyed.

The different subsystems are:

Cloak: if damaged or destroyed a ship cannot cloak.

Phasers: each point of damage means a -1 to all damage rolls from phasers, if destroyed then you may no longer fire any phasers.

Sensors: if damaged a ship's range is half for all its weapons. If destroyed range is $\frac{1}{4}$ and all damage rolls are -3.

Torpedoes: each point of damage is a -1 to hit, if it is destroyed then you may no longer fire torpedoes and must roll again on the critical chart. (BOOM!)

Impulse Engines: each point of damage reduces 10% from the speed of a ship and maneuverability. If they are destroyed you may only pivot 10 degrees.

Shield Generator: each point of damage reduces the amount the shields may regenerate by one point. If it is destroyed you may no longer regenerate shields.

Warp Core: every point of damage reduces the amount of shield regeneration by one, the amount of torpedoes that may fire per turn by one, the amount phasers may fire by one, and the speed by 10%. If this is destroyed the ship will suffer a warp core breach and be disabled.

Bridge: Every point of damage reduces the to-roll hits by -1 and the movement by -10%. If this is destroyed so is the ship.

Repair

Every turn a ship gets three rolls, roll separately:

Every 6 you can put one point in a destroyed system, except for bridge and warp core.

Every 5+ you can put two points in any damaged system or combination of damaged systems

Every 4+ you can put one point in any damaged system.

Below a 4 you get no points.

Sub-systems

5 points in each system.

2	Cloak damaged; if no cloak present re-roll
3	Phases damaged
4-7	Sensors damaged
8	Torpedoes damaged
9	Impulse Engines damaged
10	Shield Generator damaged
11	Warp core damaged
12	Bridge Damaged

Image Credits:

The Official Star Trek Website.

James T. Fazar of the Maximum Defiant.

Danny Evenwel of Data's Domain.

The Captain (no website).

Adam Heinbuch (no website known).

Hobbes at the Federation Starship Datalink.

The TrekArt Homepage.

Adam at <http://www.geocities.com/aiihle/new>.

<http://lcarscom.net/shipimages.htm> The LCARS Computer Network.

Kail Tescar (no website known)

The Captain (no website)

TV Guide