# STARSHIP COMBAT II
# Boarding Actions
### For Use With
### Star Trek: The Role-Playing Game
#### Version 1.1

# Boarding Actions

**Introduction:** Often times in a starship combat scenario, the opportunity to board and capture an enemy vessel or base presents itself. If it's capturing a pirate ship to retrieve its stolen cargo or defending your own ship from hostile forces, a set of rules is needed to govern the outcome of events.

Use of these guidelines is at the gamemaster's discretion. The GM may choose to role play the scenarios that involve the player characters and arbitrate events that are happening elsewhere. However, these guidelines may help with engagements involving multiple vessels, bases, or ships with marine troops.

## POSITIONS AND SKILL ROLLS

**The Captain:** Just as in starship combat, the captain has overall authority over any exchange with enemy forces, especially when it involves leaving the ship. Before the recharge phase of a starship combat, the captain orders a boarding action onto an enemy vessel. His *Starship Combat Strategy and Tactics* skill determines in what order his ship attacks, should there be multiple ships boarding that round, and the captain authorizes how many crewmen, by percent, will actually board the enemy vessel.

**Transporter Chief:** The transporter chief determines where on the enemy vessel the parties will land. He rolls against his *Transporter System Operation* skill one time to determine whether a transport against a vessel is successful and 1D10/2 to determine how many parties are transported. If successful, a roll versus the *transport chart* will determine where each party will materialize.

**Security Chief/ Tactical Officer:** The security chief or tactical officer actually handles the attack and defense aspects of any boarding action. The officer himself doesn't have to directly partake in the action, but must coordinate the parties. His *Small Unit Tactics* skill is used to determine success when attacking enemy vessels, and his *Starship Security* skill determines how well the ship defends against a boarding attack.
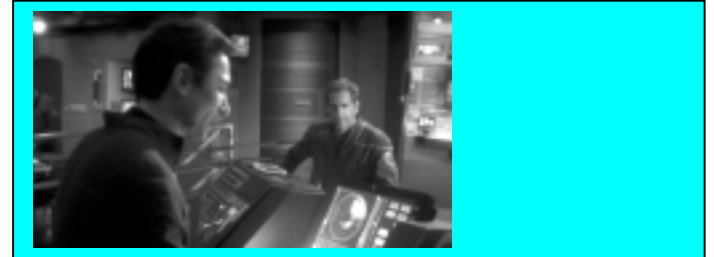
## AREAS OF THE SHIP

Although ship designs vary from culture to culture, the internal layout and area sensitivity is relatively constant. Listed below is a list of major ship areas that boarding parties will encounter and attempt to control.

**Auxiliary Control**: Sometimes referred to as the secondary or battle bridge, this area takes the place of the main bridge should it become damaged or captured. Although this area is extremely sensitive, it cannot override the main bridge without authorization (see TOS *'The Doomsday Machine'*). Should both the Bridge and the Auxiliary Bridge fall into enemy hands, the ship cannot perform any starship combat actions until the boarding is over.

**Bridge**: The main control center of the ship and the one of the best-defended areas of the ship. Even though defending forces aren't often seen, several layers of automatic defenses protect the bridge making capture difficult. In most cases, once the bridge is captured, the ship surrenders, however that decision is up to the defending captain. Should the bridge become captured, control of the ship is turned over to the Auxiliary Bridge.

**Communications**: This area contains the various equipment and antennas used in communications. Control of this area prevents the target vessel from sending or receiving communications, as well as preventing any type of damage control within the ship.

**Computer Core**: This area houses the bulk of a ship's processing controls for almost all systems on board ship, as well as information storage.

**Crew Deck**: The Crew Deck encompasses all the areas of the ship where the crew spends their time when not on duty. It includes sleeping quarters, recreation areas, and cafeterias.

**Deflector Control**: The mechanisms that actually generate the shields for a ship are actually spread out all over the superstructure. This area is the control center that monitors and maintains the shield equipment. Once this area is controlled, opposing forces can keep the shields lowered to allow more parties to be beamed aboard.

**Engineering**: The second most sought after area of a ship during a boarding after the bridge, the Engineering section controls and monitors nearly all aspects of the ship's functions, including power, life support, and mobility. Even though all the main ship's systems are routed through here, and over time, all ship's functions can be suspended, for relativistic purposes, only the ship's ability to move and the staff's ability to repair the ship are effected while under enemy control.

**Hangar Deck**: Seen mainly on larger ships, this area houses the ship's complement of shuttlecraft and travel pods. Control of this area will make boarding the vessel by shuttle easier, should the situation warrant. See *Attacking a Ship via Shuttle*

**Main Life Support**: This area houses the ship's life and environmental equipment. Anti-intruder systems are routed into this area, and its control gives enemy troops a +1 in future attack rolls against other areas of the ship.

**Security**: Along with the detention area, Security also includes the armory, where the bulk of the ship's firearms are stored (see TOS *'Day of the Dove'*).

**Sickbay**: The ship's infirmary, the area where wounded troops are taken for medical attention. If captured, the medical staff cannot help in reducing casualties aboard the ship.

**Transporter Controls**: Most ships have more than one transporter room, but the bulk of the actual processing equipment is routed through a central control room. Should the transporters fall under enemy control, it makes future boarding easier (see *Transporter Operations Saving Roll Table* below).

**Weapons Control**: The ship's offensive weapons system and control are housed here. Although the firing order comes from the bridge, the coordination and maintenance of the weapons equipment occurs here (see TOS episode,

*'Balance of Terror'*). Once this area falls into enemy hands, the ship can no longer fire its weapons.

**Area Bonuses:** Certain areas of a ship are more sensitive than others, and have greater defensive capabilities. This 'home field advantage' is represented by the *area bonus*. During a boarding action, whichever side controls the area receives the area bonus. The chart below breaks down each area and their respective bonuses:

### Area Bonus Chart

| | |
|---|---|
| Crew Deck | +0 |
| Computer Core | +0 |
| Communications | +0 |
| Sickbay | +0 |
| Hangar | +1 |
| Deflector control | +1 |
| Transporter controls | +1 |
| Weapons Control | +1 |
| Main Life Support | +1 |
| Auxiliary control | +2 |
| Engineering | +2 |
| Security | +3 |
| Bridge | +3 |

**Internal Structure:** Once an invading party has boarded a ship, it may be necessary to move to other sections to gain control of the vessel. Sensitive areas of a ship are partitioned with limited access to make capturing a ship more difficult, and to allow the defenders more time to expel the intruders without losing control of all the critical areas. Figure 1 is the standard internal ship structure layout.
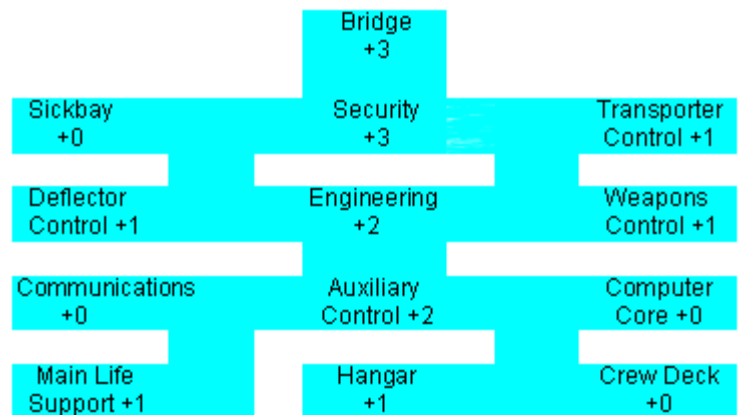


**Figure 1: Ship Internal Structure Chart**

Movement to other parts of the ship can be done by following the colored regions to the next adjacent area. For example, in Figure 2 below, if a landing party beams in and occupies the Crew Deck, the party can move into the

Hangar, Auxiliary Control, or the Computer Core. Please note that not all vessels are configured is this manner. The GM can set up another internal chart to suit the situation, if desired.

## Figure 2: Sample Movement
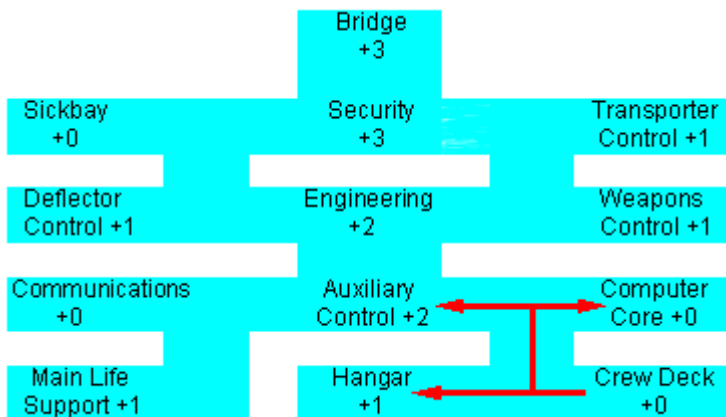


## BOARDING ACTION SEQUENCE

**Declaring a Boarding Action:** Before the recharge phase of a combat round, a captain may declare a boarding action against an enemy ship. This can happen if:

1) **enemy ship had its shields dropped at the end of the last round,**
2) **ships are within 3 hexes of each other, and**
3) **the attacking ship is not already fending off a boarding action.**

If two captains declare on each other, they must roll 1D10 and add their *Starship Combat Strategy & Tactics* skill divided by 10. The captain with the highest result attacks. A defending vessel may not board another vessel until all enemy forces have been eliminated.

If more than one captain declares a boarding action on multiple ships, each captain rolls 1D10 plus their *Starship Combat Strategy & Tactics* skill divided by 10 to determine attack, defense, and in what order.

More than one ship can attack a single vessel. The attackers have the option of combining forces and having the highest ranking Security Chief / Tactical Officer roll for all the ships or have each officer roll individually per ship.

A ship may attempt to board a vessel that is conducting a boarding action against a third vessel.

**Deciding Size of Attacking Force:** Once targets have been decided, an attacking captain must delegate what percentage of his remaining active crew will he send over. Once the captain has determined the number, the casualty percentage is adjusted to accordingly. For example, during the course of combat, a ship's *casualties* percentage falls to

60%. The captain decides to board an enemy vessel, using 20% of his remaining crew as the attack force, leaving 40% for purposes of starship combat. The medical officer tallies the boarding parties off on his control panel, or off the npc control panel, whichever is applicable.
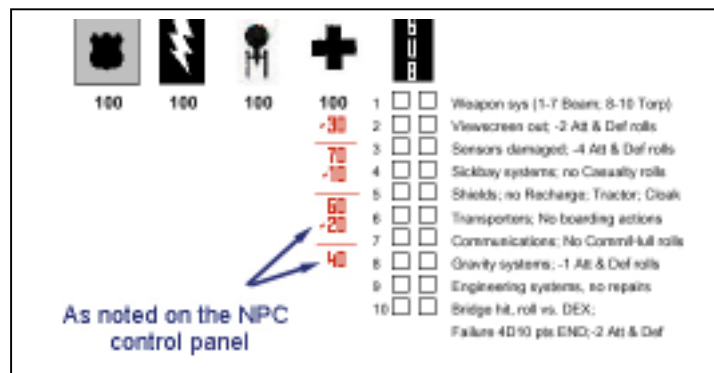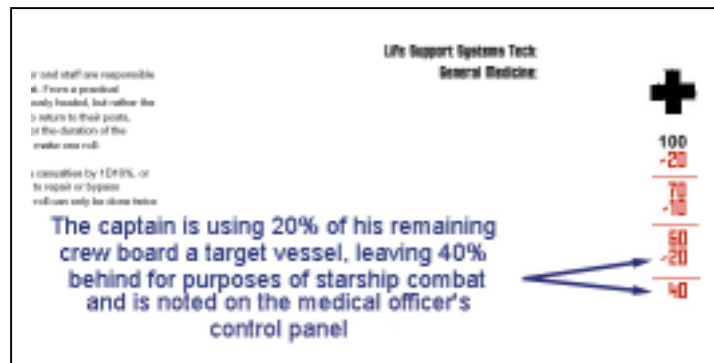




If the captain has troops on board his ship or is in command of an assault vessel, he may choose percentages based on the number of troops rather than the crew. The number of troops chosen has no effect on a ship's casualty percentage for purposes of starship combat. For example, a klingon ship with 200 marine troops can eventually beam over 100% of its troops in a boarding action, before having to use the ship's regular crew compliment.



**Beaming Onto a Ship:** Once the size of the attacking force has been decided, the attacking ship's transport officer rolls 1D10/2 to determine the number of parties being beamed

over this round. Then he must roll once vs. his *Transporter System Op,* applying any appropriate modifiers from the *transporter operations saving roll table* onto his roll, to determine whether the transports are successful.

### Transporter Operations Saving Roll Table

| S-P = ship-to-planet | P-S = planet-to-ship |
|---|---|
| S-S = ship-to-ship | (S) = beaming within same ship |

| | |
|---|---|
| S-P or P-S / bad atmospheric conditions or other local interference | +20 |
| S-P or P-S / transporter rooms on both ends operating | -40 |
| S-S / transporter only operating at one end | +10 |
| P-S or S-S pickup / locking in using sensor readings only | +10 |
| ANY / beaming to location already used once in last 24 hours | -20 |
| ANY / beaming during low power situation (ship's normal power reserve below half) | +25 |
| (S) / any beaming inside same ship | +40 |
| Second attempt to beam in the same turn | +20 |

If successful, the transport officer rolls D100 and consults the *transport chart* to determine where each of the boarding parties will appear. Each transport area receives 5% of the total allotted attack force. Any remainder less than 5% is beamed over last. Any percentage of crew not beamed over may wait until another round, if the opportunity presents itself. If an area is rolled more than once, the transport officer must roll separately for each party, even though they are beaming into the same place.

If unsuccessful, the transport officer may abort, and try again another round, or attempt to roll a second time immediately with a +20 modifier added to his roll. If the second attempt fails, then an accident occurs, resulting in 1D10 divided by 2 percent casualties.
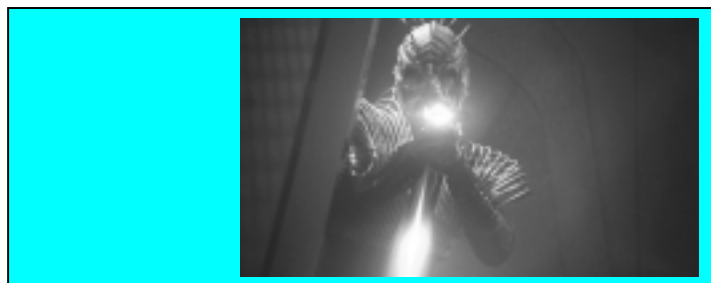
### Transport Chart

| Roll | Result | Area Bonus |
|---|---|---|
| 1-25 | Crew Deck | +0 |
| 26-30 | Computer Core | +0 |
| 31-35 | Communications | +0 |
| 36-40 | Sickbay | +0 |
| 41-65 | Hangar | +1 |
| 66-70 | Deflector control | +1 |
| 71-75 | Transporter controls | +1 |
| 76-80 | Weapons Control | +1 |
| 81-85 | Main Life Support | +1 |
| 86-90 | Auxiliary control | +2 |
| 91-95 | Engineering | +2 |
| 96-99 | Security | +3 |
| 00 | Bridge | +3 |

Using our previous example, the attacking captain has delegated 20% of his remaining crew to board an

enemy ship. The transport officer rolls 1D10/2 to determine how many parties are being beamed over this round. He rolls a 6, totaling 3 parties. Each party consists of 5% of the total attack force, which means 15% of the 20% gets beamed over this time, leaving 5% for the next round, if possible. The transport officer then rolls against his *Transporter System Op* skill, 53, to determine whether the parties beam over successfully. He rolls 37, then consults the *transporter operations saving roll table,* adjusting it to 47 (37 + 10 for S-S / transporter only operating at one end), a success! He then rolls 3 times against the *transport chart*, one for each party, to determine where they materialize. He rolls a 45,80, and a 38. Checking the chart, the parties begin their boarding in the Hangar, Weapons Control, and Sick Bay.

Once the parties have beamed over, they must successfully attack the area to gain control of it.



**Attacking an Area:** For each transport area, the boarding party leader (Security Chief, Tactical Officer, or whoever is leading) rolls 1D10 and adds his *Small Unit Tactics* score divided by 10. He then consults the *boarding party attack chart* and adds the appropriate modifiers.

### Boarding Party Attack Chart

| Modifiers | | |
|---|---|---|
| | 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 | | |
| | Gorn | +3 |
| | Klingons | +2 |
| | Romulan | +1 |
| | Federation | +0 |
| | Orion | -1 |
| | Tholian | -2 |

The resulting number is then compared with the defending Security/ Tactical Officer's modified roll (see below). Only one roll is made per area, regardless how many parties are attacking.



**Defending an Area:** After the attacking parties have boarded, the defending Security Chief or Tactical Officer rolls 1D10 and adds his *Starship Security Procedures* score divided by 10. He then consults the *ship defense chart* and adds the appropriate modifiers.

### Ship Defense Chart

| | | |
|---|---|---|
| Modifiers | | |
| | 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 | | |
| | Gorn | +3 |
| | Klingons | +2 |
| | Romulan | +1 |
| | Federation | +1 |
| | Tholian | +2 |
| | Orion | -1 |

**Resolving Boarding:** Once both sides have rolled and applied their appropriate modifiers, the difference between the two rolls determines the outcome of the boarding, with the highest roll winning.

If the defenders win, the area remains under their control, and can continue to be used for purposes of starship combat. If the attackers win, the area is overrun and can no longer be used by the ship's crew, or benefit from the area's functions. For example, if Communications falls under enemy control, the Communications officer cannot roll for Hull repairs, jam other ship's communications, radio for assistance, etc.

The difference is equal to the amount of casualties taken by the defeated forces. The attacking force can only lose the amount transported into any given area, any difference that is higher than the number of intruders is discarded. Defending forces lose the full amount of casualties.

If the defender's roll minus the attacker's roll doesn't exceed the boarding parties' percentage, then the attacking force may choose to remain and attack the same area again the next combat round, or may immediately beam back to their ship before the combat round continues.

The rolling continues for each transport area. Once completed, starship combat may continue, adjusting for any changes brought on by the boarding action.

Continuing from our previous *Transport Chart* example, our attacking vessel has sent 3 boarding parties onto an enemy ship: one in the Hangar, Weapons Control and the crew deck. For the purposes of our example, let's say that the attacking ship is a Gorn cruiser, and the defender is a Federation cruiser. The Gorn attack force, consisting mostly of security forces, is being led by a tactical officer with a *Small Unit Tactics* skill of 43. The defending Federation ship's security officer has a *Starship Security Procedures* score of 56, and also happens to be somewhat lucky with a LUC score of 73 and intelligent with a INT score of 80.

The Gorn tactical officer must roll for each area his parties have beamed into. He starts with the Hangar deck, rolling 1D10 plus his *Small Unit Tactics* score divided by 10 and consulting the *boarding party attack chart*. He rolls a 4, and adds 4 (43 divided by 10, rounded down) for a total of 8, and checks the chart: He adds +1 for using security forces, and +3 for being Gorn, for a total of 12.

The Federation security officer rolls 1D10 plus his *Starship Security Procedures* divided by 10, and consults the *ship defense chart.* He rolls a 6, adds 5 (56 divided by 10, rounded down) and checks the chart: He adds +1 for LUC, +1 for INT, +1 Hangar Deck Area Bonus, +2 for security forces and +1 for being Federation, for a total of 17.

The Federation crew successfully fends off the Gorn boarding party at the Hangar deck. To determine casualty losses, subtract the attack roll from the defense roll, in this case 5, or 5 percent. Since the boarding party consisted of 5 percent, the entire force was defeated. Had that Gorn casualties been less than 5, then the attack force

would have had the option to continue trying to take the Hangar deck or retreating (see *Continuing Actions* below).

The Gorn tactical officer rolls for his attack on Weapons Control, an 18, after adding his modifiers. The Federation security officer rolls his defense, a modified 12. The Gorn boarding party has successfully taken control of the ship's weapon control area. The Federation ship takes 6% casualties from the attack and loses the ability to fire ship's weapons until the are is re-captured.

Lastly, the Gorn rolls for the attack on the Sickbay, a modified 17. The Federation rolls for defense, a modified 15. The Federation successfully defends the attack, but hasn't eliminated the entire attack force. The Gorn force suffers 2% casualties, with 3% remaining. The Gorn choose not to retrieve those remaining forces (see Figure 3).
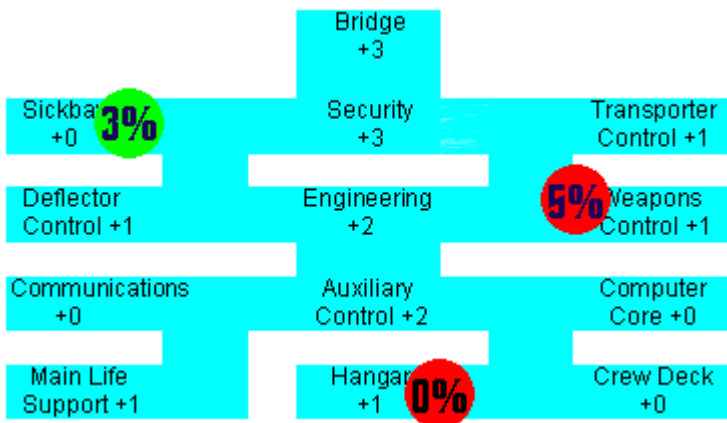


**Figure 3: Boarding a Ship**

**Continuing Actions:** If the defenders cannot repel all of the intruding forces in the first combat round, the attacking forces may choose one of the following next round:

1)  continue to battle for the areas they were unsuccessful in taking,
2)  return to their ship (in pieces or in whole),
3)  surrender to the defending forces, or
4)  they may move into other parts of the ship after successfully taking control of their beam in areas



**Moving to Other Areas:** If an attacking force controls an area, it can move to an adjoining area and attack it the next combat round. Some part of the attacking force must be left behind to maintain control of an area, a minimum of 1%. If an attacking force abandons an area of a ship they've captured, control of that area returns to the defender the next round (see *Liberating Captured Areas* below).

**Sending Reinforcements:** At the beginning of a new round, if an attack force c an area of a target ship, the transport officer may beam any or all future parties to that area, if possible, bypassing the need to roll on the *Transport Chart*. Those percents are immediately added to the area's total.

A vessel may beam reinforcements onto a besieged allied vessel without extra penalty. The transport officer goes through the same procedure as though conducting an attack, but bypasses the need to roll on the *transport chart,* same as above. The reinforcements may be added to the crew of the allied ship, who would act as defenders, or may be kept track of separately, controlled by their own commanding officer. An example would be a party of marines sent over to a besieged friendly transport, acting independently of the defending forces to repel enemy boarding parties.

Reinforcements acting independently always attack first in a combat round, and don't hinder any separate attempt to regain enemy occupied areas (see *Liberating Captured Areas* below). Independent forces present in an area when a boarding party attacks do not roll defense and are the first casualties to be removed. The defending ship does receive any benefit from the independent forces onto their defense roll when using the *ship defense chart*. For example, if a defending ship has 5% of independent marines in an area being attacked by a boarding party, the defending security officer can use the *marine +3* bonus when adding up his modifiers. After both sides have rolled, should the defenders take any casualties, the 5% independent forces are the first to be removed. All independent troops must be eliminated before a boarding party can control an area.

Let's continue with our Gorn attack scenario into the next round. After the first boardings and resolutions, the rest of the starship combat round continued (see *Starship Combat II for FASA* ). For the sake of this example, let's say that the Federation ship managed to regain and maintain its shields into the beginning of the next round. With its shields up, the Gorn cruiser can't beam over any more parties, nor can it retrieve any parties off the Federation ship.

For this round, the Gorn forces will again attempt to take Sick Bay, move 3% to try to take Engineering and 1% in an attempt to capture Transporter Control (see Figure 4).

The Gorn tactical officer now rolls for Sick Bay, Engineering, and Transporter Control areas just as he did the previous round, adding his *Small Unit Tactics* and

appropriate modifications off the *boarding party attack chart*. The federation security chief will also roll as before, adding his *Starship Security Procedures* and *ship defense chart* modifiers.
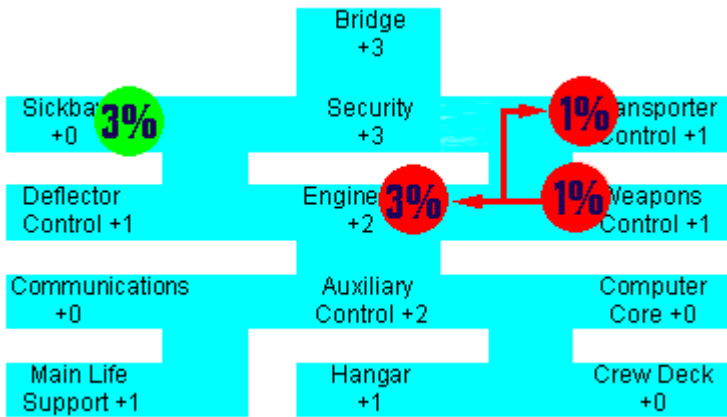


**Figure 4: Moving to Other Areas**

**Liberating Captured Areas:** After the first round boarding, a defending ship may attempt to liberate any area that:

1) has been abandoned by enemy forces the previous round, and/or
2) an area that was not just captured the previous round, provided that the area is accessible via colored regions.

A defending ship may make **one** attempt to liberate a captured area of a ship at the beginning of the boarding round. The liberating forces use the *ship defense chart*, and the enemy forces use the *boarding party attack chart* along with the area bonus. If successful, the area may not be attacked for the remaining of the round. If unsuccessful, the enemy forces may proceed normally.

Areas left abandoned by enemy forces in the previous round are immediately returned to defending forces at the beginning of the current round, regardless of number or location.

Reinforcements that act independently of the defending forces, like a squad of marines, attack first in a combat round, before any liberation attempt is made. Independent forces may move about the ship and attack enemy forces as if they were boarding the ship, although these forces still use the *ship defense chart,* just as defending liberation forces do. Areas abandoned by independent forces are returned to defending ship control. Lastly, independent forces must wait until the following round after beaming to begin moving throughout the ship.

To demonstrate, let's say that last round, the Gorn forces were successful in capturing Sickbay, Engineering and Transporter Control as seen in Figure 4. At the

beginning of the next boarding round, the defending ship would have the option of liberating the Weapon Control area because it wasn't involved in boarding activity the previous round, having been controlled by enemy forces already and it's accessible by a colored region via the Security area.
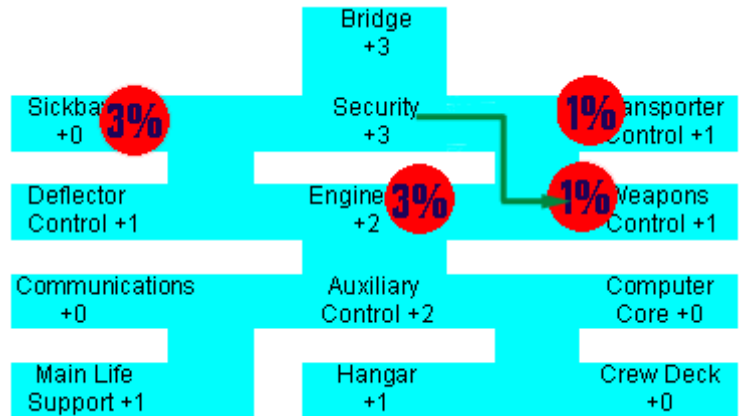


**Figure 5: Liberating an Area**

To illustrate how independent forces would work, let's assume that in the same round illustrated in Figure 4, friendly vessel transports over 2 parties of marines to assist the defending ship: one party in the Bridge, the second in Auxiliary Control. The Gorn parties then move to take the Sickbay, Transporter control and Engineering areas.
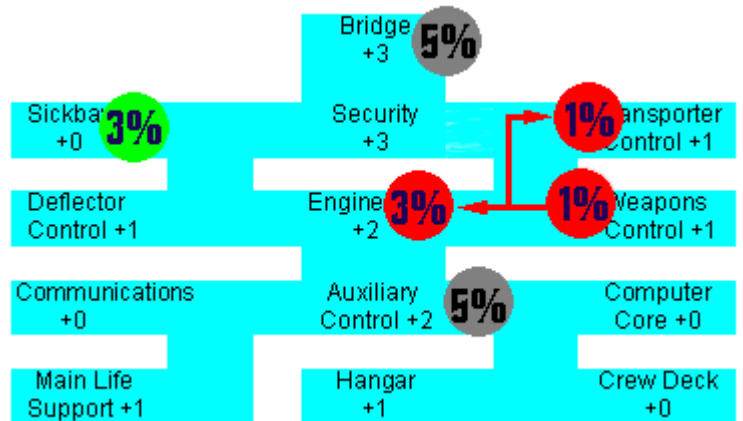


**Figure 5a: Independent Troops Beam In**

At the beginning of the next boarding round, the independent troops move first. The forces from the bridge cannot attack any of the enemy forces from there, so they move down to Security to be in better position next round. The forces from Auxiliary Control move up and attack enemy forces in Engineering.
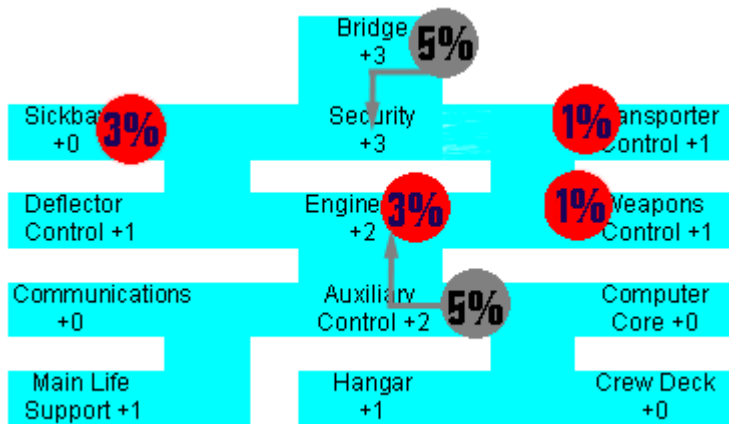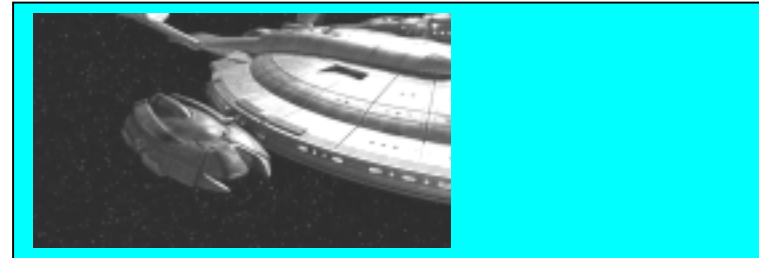
**Firgure 5b: Independent Troops in Action**



**Attacking a Ship via Shuttle:** There are instances when transporting onto another ship is not possible, say for instance, the transporter is damaged, and the only way to conduct a boarding action would be by using a shuttle or similar small craft.

If so, the shuttle would first have to transverse the distance between the two vessels using its normal movement rate (see *Starship Combat II*). The target vessel's shields must be down at the time the shuttle reaches the target vessel's hex at the end of the starship combat round.

For example, after the recharge phase of a combat round, all ships move in turn, and our attack shuttle is on its way to its target. The shuttle moves into the same hex as the target ship, even though its shields are up. The firing phase begins and knocks down the target's shields. The shuttle may now commence its boarding of the target vessel at the start of the next round during the boarding action phase. If the shields remained up, then the shuttle would have to either wait until the shields are knocked down, or retreat altogether.

Another disadvantage to attacking by shuttle is the physical limitation of unloading onto the target ship. In most cases, a shuttle assault requires boring a hole into the hull of the target vessel and unloading through the opening, or forcibly opening an exterior hatch. To simulate this, a shuttle boarding a target vessel needs 1 round before engaging an area.

Where a shuttle docks can be decided in a number of ways. The officer in charge of the boarding action, or the shuttle pilot, can roll against the *transport chart* to select the area the shuttle comes in contact with the target ship. The shuttle may dock at any area already held by friendly forces. If a shuttle has already used an area, then it's not necessary to wait the 1 round to enter the target ship. Only one shuttle can unload in an area at a time.

A shuttle can only carry a boarding party of 5%, just like a single transport. If the attempt fails, the party may retreat back to their shuttle. Once a shuttle as unloaded, it may detach from the target vessel that round.



**Attacking Ship to Ship:** There may be an opportunity for a ship itself to dock with a target vessel and conduct a boarding action that way.

As with a shuttle, the attacking craft must travel into the hex of the target ship. The shields of the target vessel must be down before boarding can commence. Once the target vessel's hull has been compromised, the attacking vessel may begin unloading boarding parties onto the target ship at a rate of 5% per round.

Determining the area at which the boarding will commence can be determined by rolling on the *transport chart*, an area already controlled by friendly forces, or an area that has been already accessed by a previous boarding action.

**Victory Conditions:** Each area of a ship or base has a point value equal to 1 plus its area bonus. For example, on the ship internal structure chart, the Bridge would be worth 4 points (1 plus 3 area bonus points). An attacker can claim control of a ship if the areas under their control have a point value that's half or more of the sum value of all the areas. On our example chart, there are 28 total points available, so an attacker would need to control enough areas to equal at least half that: 14 points.

A defending ship is captured if its casualty percentage falls under 10% at the end of the combat round, whether by boarding action or by starship combat damage, so long as enemy forces are onboard.

Either side may surrender at any time, ending the scenario.

*Boarding Actions* is a culmination of something that's been lingering amongst my players for years. For the longest time, ships that carried troops were just 'cool' and aside from a npc appearance here and there, they served little purpose in the actual game.

However, a few years ago, the group I was running was actually large enough that every bridge crewmember was accounted for, including the security chief. He was a good player- very involved- most of the time. The downside was when the ship had a starship encounter, he would get up from the table and plop on the nearby couch and wait until the fighting was over and return to the table.

I asked him about that after several sessions and he said that the security chief isn't really involved when it came to starship combat and he felt that sitting at the table was just getting in everyone else's way. From the couch, he could hear what was going on and chime in, but he didn't really need to be at the table where all the dice rolling and ship reaching was going on.

He was right.

FASA never set down rules for beaming onto a ship, friendly or otherwise, in force. It was never established how troops work in the FASA starship combat system, although many ships created by them carried troops. Aside from all that, I had a crippled player character, who couldn't participate in one of the important and entertaining aspects of the game!

So, I finally sat down in late 2006 after finishing my *Starship Combat II* rule set for FASA (which has a story of its own), and was bound and determined to iron out boardings. Initially, I spent some time lurking around the internet for some ideas and homegrown rules. For the most part, the rules I encountered (which were very well thought out, by the way) were designed with the *Tactical Combat Simulator* in mind, which was something I was moving away from, opting to create my own starship combat system for my group. I figured the best thing would be start writing one of my own.

The first thing I wanted to establish was a consistency of design with *Starship Combat II*, so the player(s) wouldn't get confused as to how the procedure worked. The second thing developing a system that was consistent with Star Trek and lastly, I wanted something that could easily be brought out and played whenever the opportunity presented itself during a starship combat.

After about a year and a half, this is what I managed to accomplish. It took much longer than I expected or wanted, but I couldn't avoid certain personal callings that caused me to shelve this project for extended periods. That and I couldn't help going over it many times to make sure I didn't forget anything. When I was done, I started posting it around, trying to get input, and the one that really stood out was a comment that these rules reminded this person of the board game *Risk.* And- yes, I guess it does in some aspects look like the game (which remains one of my all-time favorites).

My primary goal was to get the security chief involved, at least more often, during a starship combat (also the transporter chief found his way into the rules as a bonus!). I've given value to assault ships, aside from cannon fodder, and value to true military ships that carry troop contingents.

One of the mock scenarios I generated to test these rules was an assault against a starbase, mostly to fine-tune some numbers. Based on that, it's conceivable that an attack and capture of a starbase scenario can be done during the course of a single game session. That's when I called the system done.

There are some things I didn't address, for example, I didn't explain how to keep track of the forces on the internal ship template. I was tossing around the idea of generating cut-out percentage markers, but I decided against it.It would be easier to use small color chips from another board game (like small poker chips), or just print off a template and write all over it than to have little paper or cardboard pieces blowing all over the place. I can always re-visit the idea based on feedback I get.
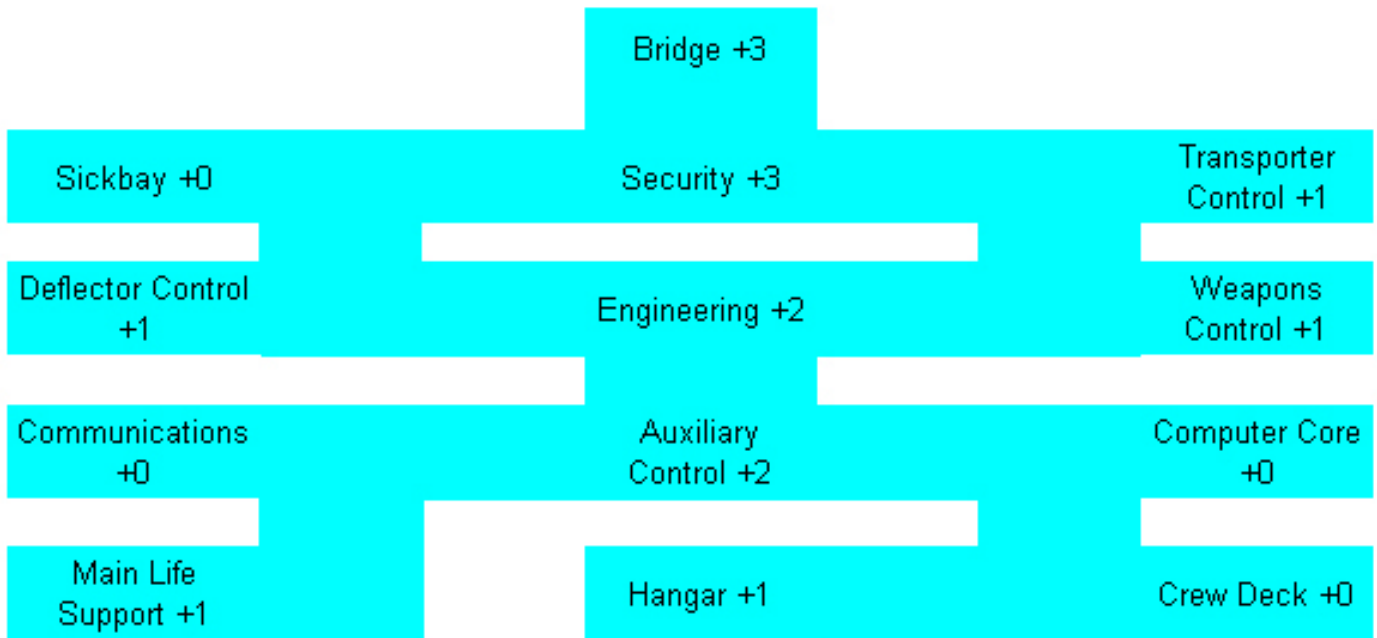
I highly recommend creating charts that better suit your campaign, your universe. The charts must have changed at least a couple dozen times while I was working on this, so, don't feel obligated to agree to the way I did them. Also, as with *Starship Combat II*, I went strictly TOS (even though I used images from ENT I didn't really go there), so, if you get the urge to update for TNG, or backtrack to ENT in greater detail, please do. I would love to see what ideas you have!

With that, I'm calling this officially version 1.0. I thank everyone who has helped me, especially the guys at my Yahoo! Group and the nice fellas over at Sub-Odeon's Millennium Update BBS. I hope this helps with your game, as I it does mine. As always, feel free to send me comments, suggestions, and feedback.

Thanks!

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Aug 1, 2008
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**Standard Ship Internal Structure**
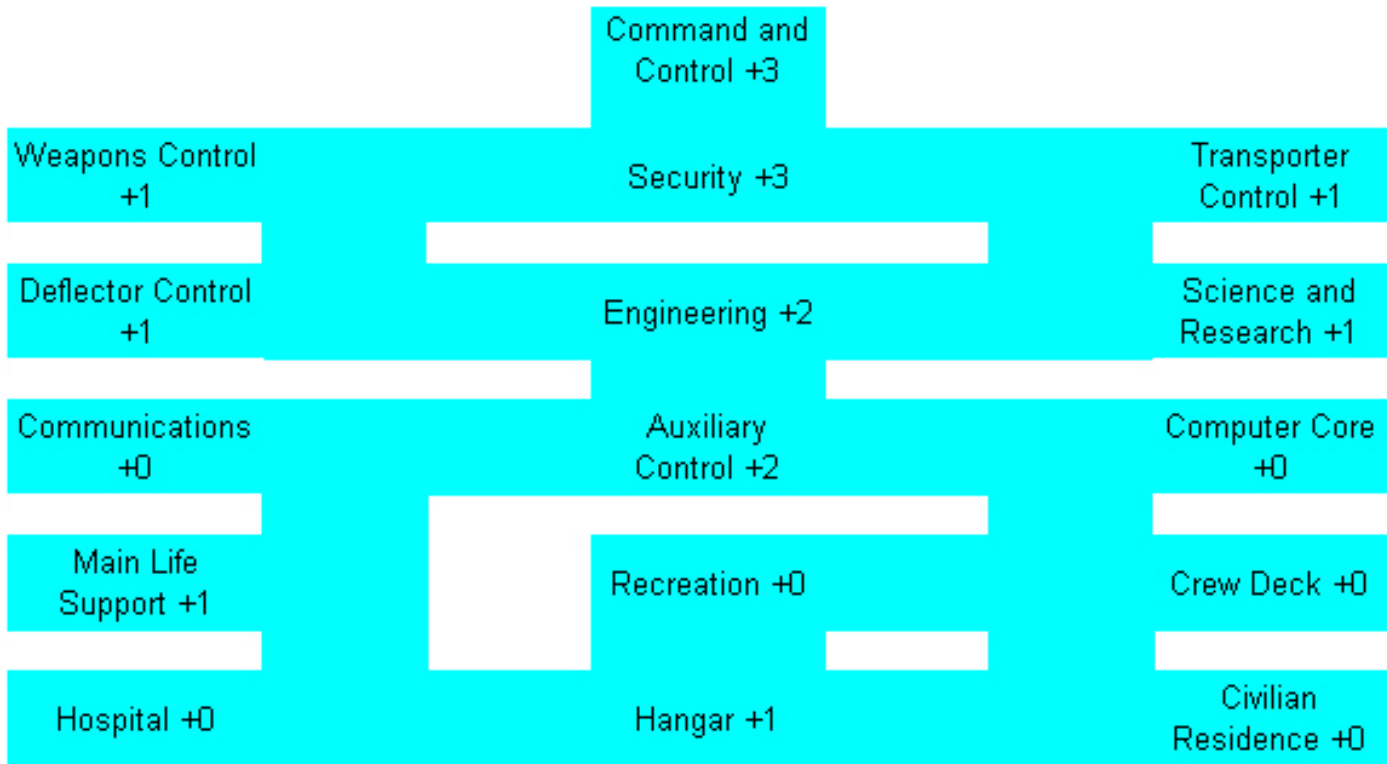


|  |  |  |
|---|---|---|
|  | Bridge +3 |  |
| Sickbay +0 | Security +3 | Transporter Control +1 |
| Deflector Control +1 | Engineering +2 | Weapons Control +1 |
| Communications +0 | Auxiliary Control +2 | Computer Core +0 |
| Main Life Support +1 | Hangar +1 | Crew Deck +0 |

**Transport Chart**

| Roll | Result | Area Bonus |
|---|---|---|
| 1-25 | Crew Deck | +0 |
| 26-30 | Computer Core | +0 |
| 31-35 | Communications | +0 |
| 36-40 | Sickbay | +0 |
| 41-65 | Hangar | +1 |
| 66-70 | Deflector control | +1 |
| 71-75 | Transporter controls | +1 |
| 76-80 | Weapons Control | +1 |
| 81-85 | Main Life Support | +1 |
| 86-90 | Auxiliary control | +2 |
| 91-95 | Engineering | +2 |
| 96-99 | Security | +3 |
| 00 | Bridge | +3 |

**Ship Total Point Value: 28**

**Standard Base Internal Structure**

| | Command and Control +3 | |
|---|---|---|
| Weapons Control +1 | Security +3 | Transporter Control +1 |
| Deflector Control +1 | Engineering +2 | Science and Research +1 |
| Communications +0 | Auxiliary Control +2 | Computer Core +0 |
| Main Life Support +1 | Recreation +0 | Crew Deck +0 |
| Hospital +0 | Hangar +1 | Civilian Residence +0 |

| Transport Chart | | |
|---|---|---|
| **Roll** | **Result** | **Area Bonus** |
| 1-15 | Crew Deck | +0 |
| 16-30 | Civilian Residence | +0 |
| 31-35 | Computer Core | +0 |
| 36-40 | Communications | +0 |
| 41-45 | Recreation | +0 |
| 46-50 | Hospital | +0 |
| 51-60 | Hangar | +1 |
| 61-65 | Deflector control | +1 |
| 66-70 | Transporter controls | +1 |
| 71-75 | Weapons Control | +1 |
| 76-80 | Science and Research | +1 |
| 81-85 | Main Life Support | +1 |
| 86-90 | Auxiliary control | +2 |
| 91-95 | Engineering | +2 |
| 96-99 | Security | +3 |
| 00 | Command and Control | +3 |

**Ship Total Point Value: 32**