

# EVASIVE MANEUVERS

## EVASIVE PATTERNS

Anyone who has ever watched a space-battle on Star Trek – especially on *Next Generation*, or *Deep Space Nine* – will know that the Commanding Officer routinely gives orders like “Evasive pattern Omicron Beta, Lieutenant !”. But, what does this mean and how does it figure into CODA-system Starship combat in the Star Trek Roleplaying Game ?

What it means is that Starfleet flight-control officers are trained in a specific series of evasive maneuvers (usually named after letters of the Greek alphabet), and that these maneuvers can be combined in infinite patterns to create an intricate series of maneuvers through which a Starship can evade attack.

In game-terms this can be used to create a series of bonuses and penalties during Starship combat, based on which pattern of maneuvers is ordered by the officer, in command, during the combat. The chart below lists each of the 24 basic maneuvers, their tier of difficulty, and the TN needed to perform the maneuver. Also given is the bonus to the defending ship's next maneuver and the penalty to the Tactical roll for the next Fire maneuver by the attacking ship. Below the chart is a detailed explanation of how this system works, in-game.

MANEUVER	TIER	TN	BONUS	PENALTY
Alpha	1	10	+2	-2
Beta	1	10	+2	-2
Gamma	1	10	+2	-2
Delta	1	10	+2	-2
Epsilon	1	10	+2	-2
Zeta	1	10	+2	-2
Eta	1	15	+3	-2
Theta	1	15	+3	-2
Iota	2	15	+3	-3
Kappa	2	15	+3	-3
Lambda	2	15	+3	-3
Mu	2	15	+3	-3
Nu	2	20	+4	-3
Xi	2	20	+4	-3
Omicron	2	20	+4	-3
Pi	2	20	+4	-3
Rho	3	20	+4	-4
Sigma	3	20	+4	-4
Tau	3	25	+5	-4
Upsilon	3	25	+5	-4
Phi	3	25	+5	-4
Chi	3	25	+5	-4
Psi	3	25	+5	-4
Omega	3	25	+5	-4

Each maneuver may be used separately, or in combination with any other maneuver on the chart. To use Evasive Patterns, the Commanding Officer during the combat simply gives the appropriate order - “*Evasive Pattern Delta Sigma, Mr. Paris !*” - and the flight controller makes his or her Systems Operations (Flight Control) test (with all applicable modifiers from Attributes, Skills, Professional

Abilities, etc.) to perform the maneuver pattern. If the maneuver is successful the appropriate bonuses are applied to the next Helm maneuver performed by the ship using the evasive pattern. Also, the appropriate penalty, or penalties are applied to the next Tactical maneuver performed by the attacking ship.

When using a combination of maneuvers, the highest TN is used to determine the Difficulty of the maneuver pattern. In the above example, Evasive Pattern Delta Sigma would carry a TN of 20, since the Sigma maneuver has a TN of 20, and this is the highest TN in that maneuver pattern.

Any combination of maneuvers may be used. Even multiple instances of the same maneuver. And for each duplicated maneuver within a pattern the TN is increased by +3. For example, the Command officer might call for "Evasive Pattern Alpha-Alpha-Upsilon". This pattern would have a TN of 25 (from the Upsilon maneuver), +3 (for the second instance of the Alpha maneuver) for a total of a TN28.

All bonuses and penalties from successful maneuvers stack. For example, a successful Gamma / Kappa / Omicron maneuver would carry a TN20, and provide a bonus of +9 to the next Helm maneuver performed by the evading ship. This pattern would also impose a -8 penalty to the skill-roll used to perform the next Tactical maneuver by the attacking ship.

All Evasive Maneuvers and Patterns are Helm maneuvers performed by the Flight Control Officer. And any successfully executed maneuver or pattern immediately breaks a Lock On.

While using this system may seem to take a lot of the necessary dice-rolling and skill-use away from the Command officer, by by-passing command maneuvers in favor of Helm maneuvers. But this system encourages more role-playing on the part of the player playing the Command officer (she has to decide which pattern of maneuvers to call), and it allows the Flight Controller to show off his skills as a pilot in more situations than provided for in the original system.

And it has the feel of Star Trek, with players calling "Evasive Pattern Delta !", and "Aye-aye, sir !" around the gaming table.

## ATTACK PATTERNS

Similar to Evasive Patterns, Attack Patterns are co-operative efforts conducted by the Flight Control and Weapons officers during Starship combat. The chart above can also be used to perform Attack Pattern maneuvers, representing a series of basic attack maneuvers taught to both Helm and Tactical officers during Starfleet training.

Attack patterns are used in the same way as Evasive Maneuver patterns. The Command officer calls for a specific pattern - "Attack Pattern Delta Epsilon" - and the dice are rolled. Usually, the TN (again the highest of the maneuvers chosen for that pattern) is rolled against as a Helm maneuver, using Systems Operations (Flight Control) skill. If successful, the bonus incurred by the use of that Attack Pattern is applied to the skill-test of the Weapons officer on the next Tactical maneuver.

All rules regarding the use of Evasive Maneuver Patterns apply to Attack Patterns as well: bonuses stack (Attack pattern Delta-Epsilon providing a +4 to the next Tactical maneuver), and +3 is applied to the TN for duplicating an attack within a pattern (Attack Pattern Alpha-Gamma-Gamma would carry a TN13).

## WHAT ABOUT NUMBERS ?

Quite often, a Command officer on Star Trek is heard to give an order like "Attack Pattern Omega-4". For the purpose of these rules this means the Command officer has ordered "Attack Pattern Omega-Omega-Omega-Omega" - saying "Omega 4" is just simply easier to do. In this example Attack Pattern Omega-4 would carry a TN34, and provide a cumulative bonus of +20. Attack Pattern Alpha-Kappa-3 would mean the Alpha maneuver, and three instances of the Kappa maneuver; for a total TN of 21 and applied bonus of +11.

Of course, numbers may be used to call Evasive Maneuver patterns as well – *Evasive Pattern Theta-4* – carrying the same increases to the TN, and cumulative bonuses as four instances of Evasive Pattern Theta.

# TARGETTING A SPECIFIC SYSTEM

*“Mr. Worf, target that ship's weapons and fire !” ~*

How many times have we seen Will Riker give this order ? And how often does Worf fail to deliver ? The answer is, quite often, and almost never. And yet the otherwise smooth, cinematic Starship Combat system designed for the Star Trek Roleplaying Game does not allow this to be an easy thing to do, nor does the system put the responsibility for succeeding in this maneuver in the hands of the Tactical officer.

And if an attacking ship does manage to successfully target another ship's weapons, shields, or other system the result does almost no direct damage to that system. The rules state (page 119, of the *Narrator's Guide*) that for every 3 points of Penetration the attacking ship's weapons have over the defending ship's Shield Threshold, 1 point is applied to the defending ship's targeted system.

This means that to bring down the Weapons array of a small ship with a shield-threshold of 2 and a reliability of B on their weapon systems, the Enterprise-D would need a penetration factor of 10 in their phaser-banks (if Riker wants Worf to bring the weapons down in one shot). This is roughly double a Galaxy-class ship's penetration value at Close, or Medium range.

And yet Worf brings down other ships' shields, and weapons on a regular basis. And Starfleet commanders prefer this maneuver, followed by an advantaged parlay; rather than shooting until their Phasers run dry, or destroying an opposing vessel.

The new system presented here moves the targeting of a specific system into the Tactical Maneuver category, as a Tier-2 maneuver. The maneuver functions as follows:

## *Target Specific System(s) (Tactical)*

### *Tier-2*

The Commanding officer during a combat orders a specific system, or systems on an opposing vessel to be targeted. The Tactical officer then locks his targeting sensors onto that system on the target-vessel.

**Prerequisite:** Point-blank, or Close range. *Lock On*.

**Duration:** As long as Lock On holds.

**TN:** Target's protection, plus a certain amount for each system targeted (*see table below*).

**Effect:** All damage scored in subsequent hits on the target are applied directly to the system-damage track of the targeted system, rather than the ship's Structure total, until the Lock On is broken, or the attacking ship stops targeting that specific system, or systems.

### *RESTRICTIONS*

Targeting more than one system at a time incurs a cumulative modification to the TN (ie., targeting both Weapons & Shields results in a +10 to the TN).

Use of this maneuver only serves to lock the weapons onto the specific target. To score actual damage on the targeted system a successful Fire maneuver must be executed after acquiring the target.

This maneuver may only be performed using beam-weapons. It cannot be performed using a missile weapon.

Use of this maneuver can be restricted to the PC's ship to create a more cinematic edge during Starship combat.

SYSTEM	TN MODIFIER
Sesnsors	+3
Operations	+10
Life Support	+10
Propulsion	+8
Weapons	+5
Shields	+5

All attempts to execute this maneuver are performed using the *Systems Operations (Tactical)* or *Systems Operations (Beam Weapons)* skill. A +1 Affinity bonus for *Systems Operations (Sensors)* skill may be applied.