

Starship Combat

Combat between starships occurs in a similar style to combat between individuals, albeit on a far larger scale. Many of the systems are the same or similar, but remember that for a Starfleet crew, their ship is truly a home. In *Captain's Log*, you can use the ship as an alternative set of disciplines. During starship combat, swap your captain's **Disciplines** for the ship's **Departments**. In addition, you may choose to let your ship roll the task, combining its **Systems** and **Departments** to make the roll.

INITIATIVE

Which ship attacks first in the scene? If this was an ambush, it is likely the enemy ship gets to strike first. If so, they may score an automatic hit. You could consult the Yes/No Probability Matrix on page 254 to make such a determination. Starfleet captains rarely fire first. Hence, the Yes/No Probability Matrix can help determine if that hit caused damage to the ship. Roll on the Systems Hit Table (page 308) and/or Generating Ship Damage matrix on (page 309) to determine the nature of the damage.

On some occasions, you might be the first to make a strike. But what if your ship is outnumbered? The likelihood of you landing a second strike before the enemy vessels retaliate is slim, but not impossible. Again, determine the probability of being to make a subsequent strike before your foe(s) and roll on the Yes/No Probability Matrix.

If the Yes/No matrix determines that you do not have the upper hand, make the next roll require two successes to succeed.

ATTACKING YOUR ADVERSARIES

Attack actions are made with a roll utilizing your vessel's **Weapons + Security**. If you succeed, track 1 hit against your adversaries. If you have Momentum, you may spend it to inflict one additional hit. When you have achieved a number of hits equal to your adversaries' Scale, they have been defeated.

HITS AGAINST YOUR STARSHIP

When you fail a task, your starship receives one hit. Consult the Systems Hit Matrix (page 308) to learn which system has been impacted. If your hits are fewer than your starship's Scale, consult the Generating Ship Damage probability matrix (page 309) – the affected system may have received Critical Damage. If your ship has received several hits greater than or equal to its Scale, the affected system receives **Critical Damage** as a certainty. If the affected system already has critical damage, re-roll on the Systems Hit Matrix until a system without critical damage has been selected.

CRITICAL DAMAGE

Once a system has received critical damage, a section of the ship is unable to function. Crewmembers need to flee that area. Emergency repairs are required. The section may even need to be sealed off. You cannot attempt any actions that involves use of that system until repairs are completed.

When three systems are critically damaged, the vessel can no longer engage in combat. The fight immediately ends, but this does not mean the game is over. Perhaps the enemy forces have knocked out your shields and weapons. Are they now beaming their soldiers over to your vessel to fight hand-to-hand with the crew?

RESOLVING COMBAT

At the end of combat, if you have been successful, fill in the current delta on the Mission Tracker. Only one delta on the Mission Tracker is ticked as the result of any single combat encounter, regardless of how many attack rolls were made during that encounter.

OTHER SOURCES OF HARM

Any action which could result in harm to the vessel or its internal systems has the potential to cause damage. This could be an artificial intelligence attempting to take over your vessel's computer, a section of the ship being taken over by the Borg, or hull damage from a collision with an asteroid. When you encounter such an experience, consult the Generating Ship Damage probability matrixes on page 309 and resolve the result as per above.

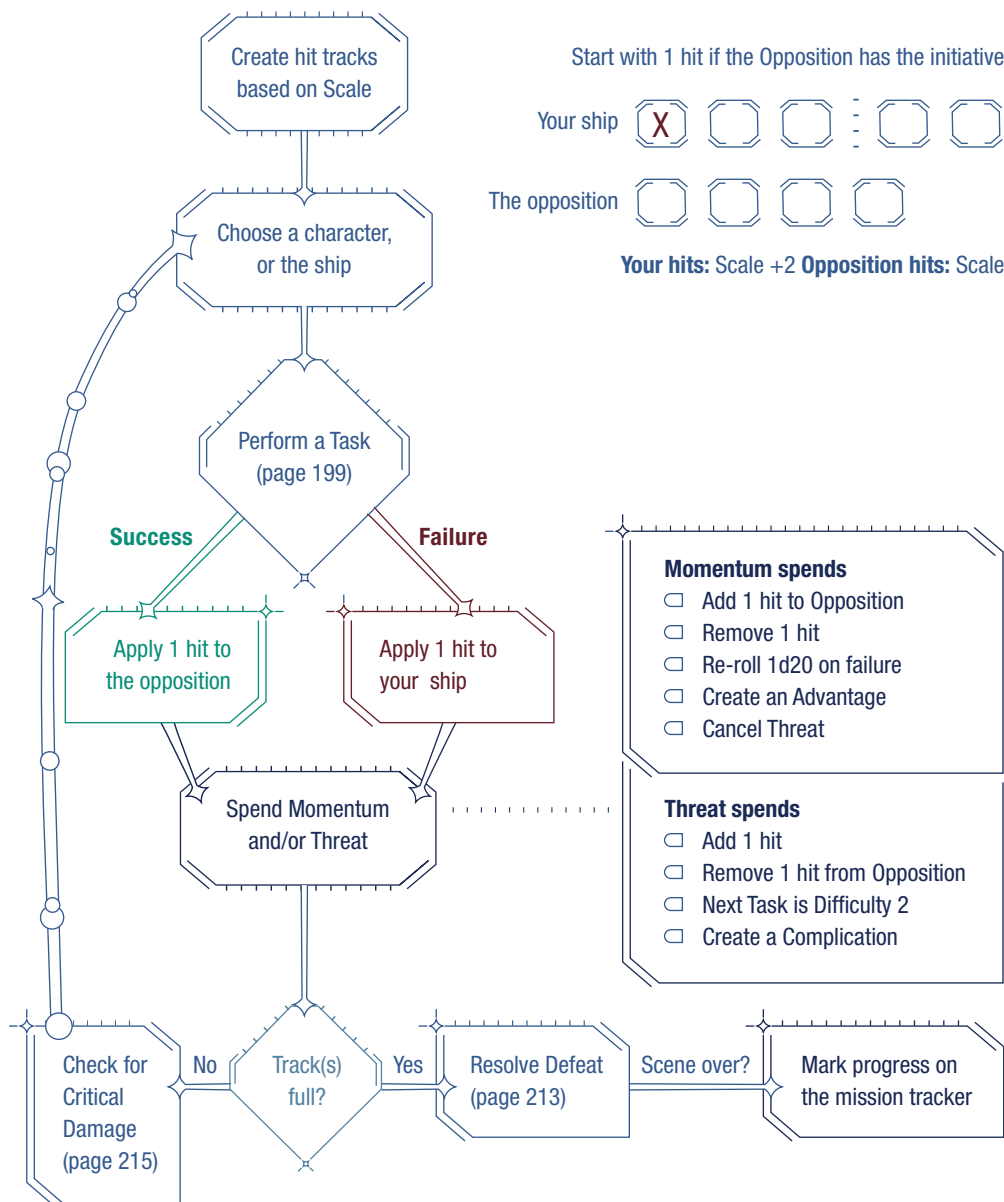
DO YOU WANT TO SIMPLIFY SHIP COMBAT IN YOUR GAME?

You may not care to keep an extensive record of damage during ship-to-ship battle. You may prefer to keep the action focused on your captain. If such is the case, make use of the System Hit Matrix Generating Ship Damage probability matrixes on page 308. You may also

use the Downtime for Maintenance table on page 310 or System Hit Matrix on page 308 to generate damage. The Determining Crew Casualties table on page 310 adds the extra drama of the effects of ship damage on your precious crew. ■

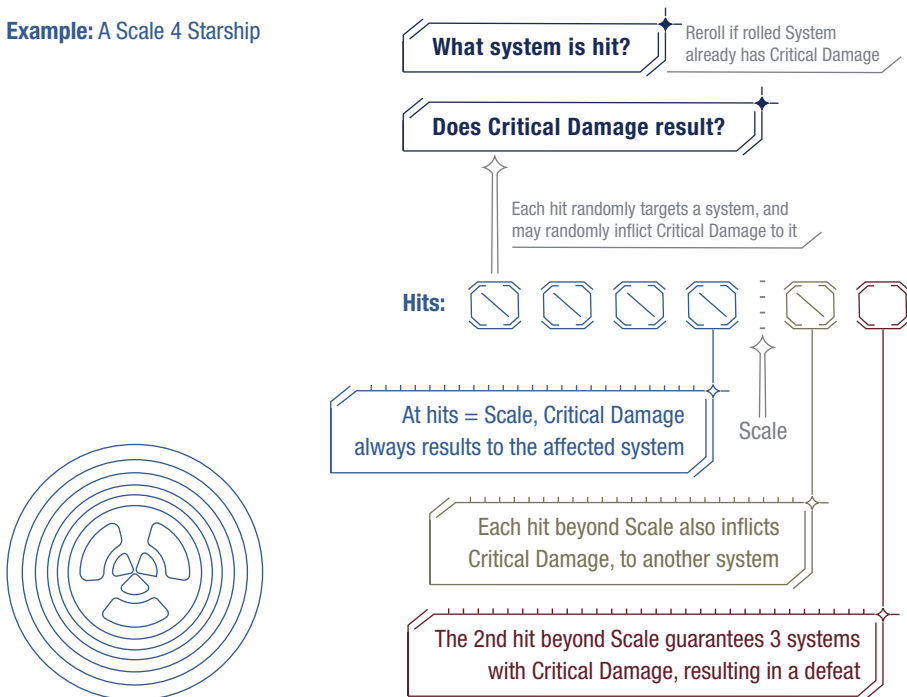
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STARSHIP COMBAT FLOWCHART



STARSHIP HITS FLOWCHART

Example: A Scale 4 Starship



STORYTELLING IN STARSHIP COMBAT

“Shields down to 37%, Captain!” “Hull integrity compromised!” “Primary EPS grid on decks 5 and 6 offline!” “She’ll blow apart if we take another torpedo hit like that!”

In **Captain’s Log**, there are no weapon statistics or damage effects. Attack rolls are generic, and starship damage is tracked simply as “hits” and “critical damage.” How these actions and their impacts appear within your story is entirely up to your creativity with help from the Probability Matrixes.

“Hits” may refer to impacts or internal failures of many different kinds. A starship may withstand a certain number of these hits without being significantly harmed due to its shields, the innate resistance of its hull construction, or the minor nature of the damage. Removing these hits corresponds

to diverting power to shields, shoring up the ship’s ability to withstand more damage.

“Critical damage” may represent any condition that truly impairs the operations of the ship and its crew. It may be repaired, but will take significant effort to do so.

A “hit” might look like a phaser blast, a torpedo detonation, or an array of drones breaking off from a swarm to ram the ship. A “miss” might look like a fighter dodging a full spread of quantum torpedoes, or a cosmozoan regenerating its tissue in response to your firing everything you’ve got. Critical damage might look like a hull raked by disruptors, a debris-spewing crater, or a Borg virus remotely injected into your vessel’s computers. Think of the *Star Trek* media you enjoy, consult the Probability Matrixes, and use your imagination to narrate hits and critical damage in exciting ways. ■

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STARFLEET DOES NOT FIRE FIRST... UNLESS...

Starfleet tradition has it that an officer or ship rarely instigates combat. Negotiation and diplomacy will be first and foremost attempted before violent or lethal measures are employed. As such, this can leave a Starfleet officer or vessel subject to an initial strike from an enemy.

In game terms, this could place your character or ship at a disadvantage from the first roll, especially if the random dice rolls indicate that you took a hit. You may think this is a severe drawback after you are the only side with a hit. However, there are some tactics and matrixes that you can refer to that might keep you out of this jam.

For example, upon entering an area where a threat is perceived, you could roll on the Yes/No Probability Matrix to determine if an ambush is discovered, your opponent accidentally reveals

their intent (e.g., a knife tucked up the sleeve), or a secret, automated defensive system in place. Perhaps you roll an **Insight + Security** task to spot any hidden dangers.

Likewise, a ship might encounter a rival species' vessel that is known to be hostile against the Federation. The enemy vessel fails to respond to hails. In this case, a captain might make the command decision to fire first. (Of course, the other vessel's communications systems could be down after having been used by members of the other species to stage a defection.)

A lot of responsibility falls on your shoulders if you decide to strike first. A balance of training and intuition is needed to make the right call. But, even the most seasoned captain makes mistakes. ■

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REPAIRS

All Starfleet vessels contain modular components that can be replaced and repaired while on missions. If you are not engaged in combat, you can fill in a delta on the Mission Tracker to remove critical damage from one system.

ADDITIONAL ACTIONS

The following actions can be attempted during combat instead of attacking.

Disengage - Engines + Conn

- **SUCCESS:** You break out of combat from the enemy. Note that you have not been successful in this combat.
- **FAILURE:** The enemy maintains pursuit, and combat continues.

Emergency Repairs - Structure + Engineering

- **SUCCESS:** You remove critical damage to one department.

- **FAILURE:** You are unable to complete emergency repairs to your selected department.

Divert Power to Shields - Computers + Command

- **SUCCESS:** You may remove one hit from your vessel.
- **FAILURE:** You do not have enough spare energy.

Divert Power to Weapons - Weapons + Command

- **SUCCESS:** On your next attack roll, you score an additional hit on the enemy vessel.
- **FAILURE:** You do not have enough spare energy.

Defensive Maneuvers - Engines + Conn

- **SUCCESS:** Your enemy struggles to hit you; roll an advantage (see page 268).
- **FAILURE:** Your foe can maintain a weapons lock on you despite your evasion; roll a complication (see page 269).