

STARSHIP COMBAT CRIB SHEET

A PLAY AID FOR STAR TREK THE ROLEPLAYING GAME
BY DECIPHER PUBLISHING

STARSHIP COMBAT SEQUENCE

- 1] **ESTABLISH INITIAL RANGE** : Starship battle begins at the range at which one or both combatants detects the other using sensors [TN 10], unless the Narrator rules otherwise. Range between starships change through use of maneuvers.
- 2] **ROLL INITIATIVE** : Each starship involved in battle makes a Tactics skill test; starships act in order from highest to lowest test result.
 - A. **SURPRISE**: When the Narrator rules surprise may be a factor, make System Operations (Sensors) skill tests. If failed, starship crew is surprised and loses initiative.
- 3] **CHOOSE PRIMARY TARGETS**: All maneuvers affect the attacking ship's primary target.
- 4] **SELECT MANEUVERS AND REVEAL**: When it is each ship's turn, the crew selects two maneuvers, reveals them, and makes appropriate skill tests. Each starship can perform two maneuvers per activation.
- 5] **ATTACK MANEUVERS**: Starships perform attacks through use of maneuvers, using the following process:
 - A. **MAKE SKILL TEST**: Target number equals targetship's shield protection, modified by maneuvers.
 - B. Consult Table 7.8: Starship Combat Test Results to determine success of attack.
 - C. If successful, reduce shield strength as indicated on Table 7.9.
 - D. Compare attacking ship's weapon penetration to the target ship's shield threshold. If higher, apply the difference to the opposing ship's structure.
 - E. When a level of structure is removed from the ship's damage track, roll on Table 7.10: System Damage to find the system damaged in the attack. If all structure is removed, the target is destroyed.
 - F. **SYSTEM DAMAGE**: Remove one point of damage per successful hit from the affected system. Apply the listed penalty immediately. When all system damage boxes are marked off, the system no longer functions.
- 6] **GO TO STEP 4**: Some narrators prefer to roll initiative every round, in which case go to step 2 (but skip step 3).

TABLE 7.8: STARSHIP COMBAT TEST RESULTS

MARGIN OF SUCCESS	RESULT
Below TN	Ship Missed (no effect on shields)
Equals TN	Marginal Success: Apply damage normally; do not reduce shield strength.
1-5 above TN	Complete Success: Reduce shield strength by 1.
6-10 above TN	Superior Success: Reduce shield strength by 2.
11+ above TN	Extraordinary Success: Reduce shield strength by 3.

TABLE 7.9: SHIELD STRENGTH TRACK

STRENGTH	EFFECT
10	Full Strength
9	Bridge panel shorts (TN10 Stam test or Stunned for 1d6 minutes)
8	
7	Shield protection rating reduced by 1
6	
5	Primary system hit, make roll on Table 7.10
4	Shield threshold reduced by 1 (Minimum 0)
3	
2	Bridge hit, console explodes (1d6 wounds)
1	Primary system hit, make roll on Table 7.10
0	Shields down! Protection set to 5

TABLE 7.10: SYSTEM DAMAGE

SYSTEM	Light/Fast	Heavy/Warship	All Other Vessels
Life Support	2	2	2
Shields	3	3	3-4
Weapons	4	4-5	5-6
Operation	5-7	6-7	7-8
Sensors	8-9	10-11	9
Propulsion	10	8-9	10
Weapons & Operations			11
All Systems	11	12	12
All System x 2	12		

This handout is intended as an aid to speed up play when resolving starship combat as presented in the Narrator's Guide for Star Trek The Roleplaying Game by Decipher. A copy of that book is still required to make use of this handout. Print out this sheet and cut out around the thick black line. Fold as indicated by the dotted line and stick or laminate together.