

---

## SMALL CRAFT USE IN THE FASA STCS UNIVERSE

---

There has been much talk over the years in the FASA Star Trek Universe E-group and STCS Design Consortium about the idea of adding small craft into the game. Over the years I have been slowly working on this idea, but never really got around to posting anything until now. It is based upon several different systems, but should play well after more testing and refinements. Here is my concept of small craft in the STCS:

First of all, let's have a definition of a small craft in the STCS universe. This would include any space capable vessel that is less than 1500mt, or 1 superstructure point. In addition, these craft are not required to be trans-atmospheric or warp capable.

General Rules:

1. Small craft are organized into a flight group with a minimum of 1 and a maximum of 6. For all purposes, this group will function as one starship.
2. The flight groups are launched/recovered during the movement phase prior to the activation/deactivation of the cloaking devices. If the flight has cloaking abilities, it must wait until the next phase in order to activate. The flight group also may not be launched or recovered in the same turn. A returning flight must be in the same hex as the parent vessel at the end of the previous phase before it can land. After landing, the flight must wait 1D20 turns before re-launching. If re-arming, the flight must wait 2D20 turns. As rule for parent vessels, they may only launch/recover a flight group only once per turn, per bay/flight deck.
3. Power distribution is not based upon the normal system used by starships, but instead on the maximum speed or movement points. Points from the maximum speed can be diverted from movement to weapons, shields and cloaking device.
4. The shield system is a little different than the one used by starships. It is based upon the number of ships in the flight group multiplied by the maximum shield points that are being used. This will give you the shield points for the flight group as a whole so it can function as one unit like a starship. In addition, the shield for the small craft group is considered as one, not six as with normal starship shields. Once the flight group receives a hit, it is applied to the overall shield point total. Any points that get through will be applied to only one small craft. At this point you will need 1D6 to determine which small craft has been hit. After that you will roll again to determine if it has been destroyed (even) or dropped out (odd). The dropping out is so it can be recovered later for campaign purposes since the small craft is heavily damaged and not destroyed.
5. The weapons systems will function the same as the starships, but they are on a smaller scale. Because of this, they will suffer on range and power. Primary weapon is the main weapon system and is usually the one that causes the most damage and/or longest range. Secondary weapon system is usually a back-up system or close in use weapon. Special weapon systems are weapons that are unique or have a special purpose. The weapons configuration will be based upon the mission type of the group.
6. For races that have a cloaking system, the rules are exactly the same as for starships.
7. Modifiers to hit small craft will be a must. See attached sample Small Craft Master Control Panel.

In order for a small craft system to work, a separate construction system will have to be developed. Also a few new firing charts will have to be added in order to accommodate the shorter ranged weapon systems. Overall, it should be possible to add small craft into the existing system with only minor changes.

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |

### WEAPON SYSTEMS DATA

**A**

**B**

**C**

**D**

|                |               |
|----------------|---------------|
| WEAPON:        | FIRING CHART: |
| MAXIMUM POWER: | FIRING ARC:   |

|                |               |
|----------------|---------------|
| WEAPON:        | FIRING CHART: |
| MAXIMUM POWER: | FIRING ARC:   |

|         |               |
|---------|---------------|
| WEAPON: | FIRING CHART: |
| DAMAGE: | FIRING ARC:   |

|         |               |
|---------|---------------|
| WEAPON: | FIRING CHART: |
| DAMAGE: | FIRING ARC:   |

### MODIFIERS TO HIT SMALL CRAFT

#### HIT MODIFIERS FOR STARSHIPS

| SPEED | MODIFIER |
|-------|----------|
| 0-10  | 0        |
| 11-15 | -1       |
| 16-20 | -2       |
| 21+   | -3       |

#### HIT MODIFIERS FOR STARSHIPS

| RANGE | MODIFIER |
|-------|----------|
| 0     | 0        |
| 1-6   | -1       |
| 7-12  | -2       |
| 13+   | -3       |

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |

|                      |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|---------------------------|--------------------------|--------------------|------------------|---------|---------|---------|--|
| RACE:                |                          | SMALL CRAFT CLASS:       |                          |                          |                          |                           |                          | MODEL:             |                  |         |         |         |  |
| FLIGHT GROUP #:      |                          |                          | MISSION TYPE:            |                          |                          | OPERATIONAL BASE/WARSHIP: |                          |                    |                  |         |         |         |  |
| DROPPED OUT:         | 1                        | 2                        | 3                        | 4                        | 5                        | 6                         | MAXIMUM SPEED:           | MAX SHIELD POINTS: | CLOAKING DEVICE: |         |         |         |  |
| DESTROYED:           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | PRIMARY WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| MUNITIONS INVENTORY: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SECONDARY WEAPON SYSTEM: |                    |                  |         |         |         |  |
| SPECIAL:             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>  | SPECIAL WEAPON SYSTEM:   |                    |                  |         |         |         |  |
| SHIELD POINTS        | TURN 1                   | TURN 2                   | TURN 3                   | TURN 4                   | TURN 5                   | TURN 6                    | TURN 7                   | TURN 8             | TURN 9           | TURN 10 | TURN 11 | TURN 12 |  |
| SPEED                |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |
| CLOAK STATUS         |                          |                          |                          |                          |                          |                           |                          |                    |                  |         |         |         |  |