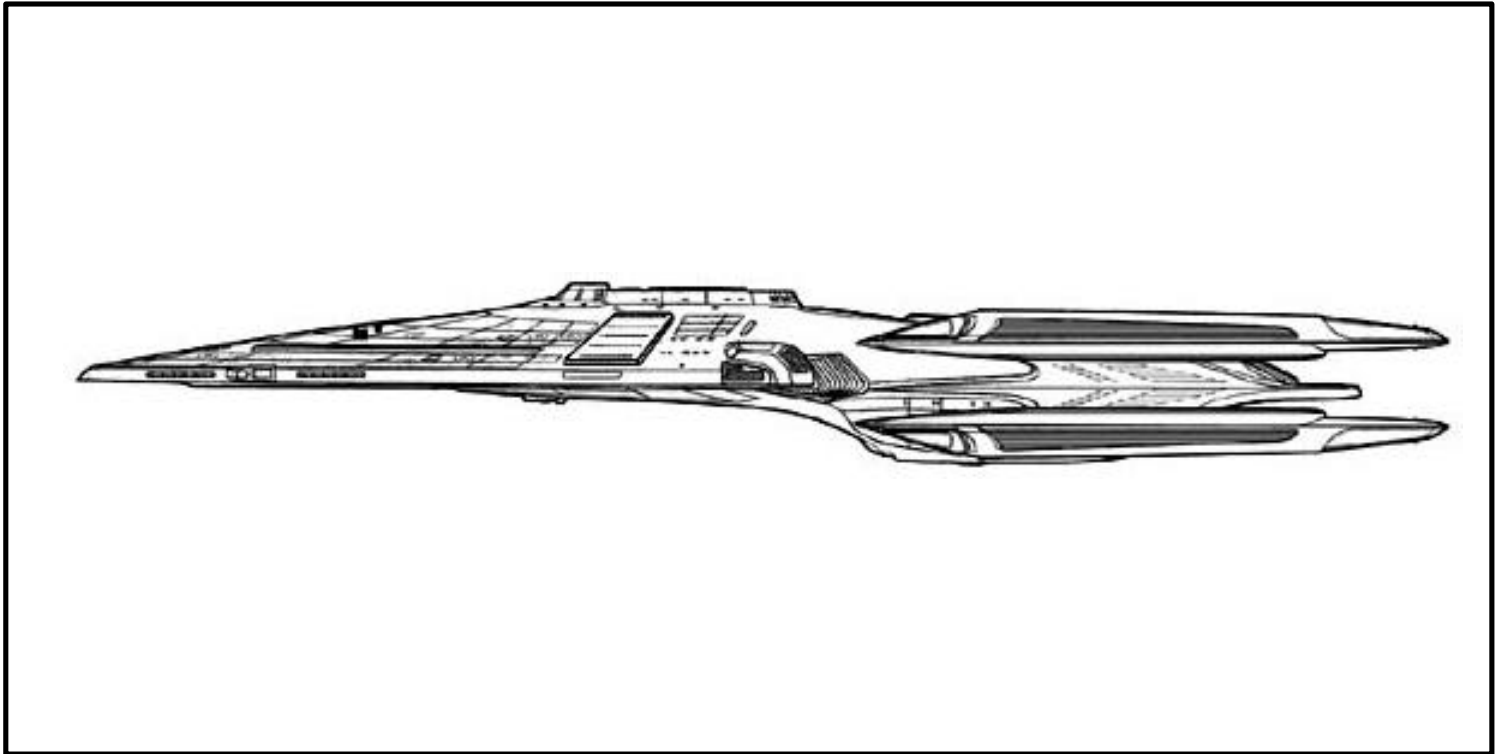

ADVANCED RULES MODULE I

CLOAKING DEVICES AND ECM



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Includes material from various official Star Trek resources.

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This document is for use in the FASA Star Trek Starship Tactical Combat Simulator Game.

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Advanced Rules Module I, ARM#1 version 1.0
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ADVANCED RULES MODULE I: CLOAKING DEVICE AND ECM RULES

ECM DEVICES

To use the ECMs during the game play, you use them during the firing phase. When you role to see if you can hit your adversary you need to add it on to the die role you made.

Example:

Captain Nog is going to fire on Captain Jake's ship. Nog must role to see if he can hit that ship with the weapon he chooses. Nog roles a 4. Nog asks if Jake's ship has an ECM. Jake replies "yes I do." Then Jake tells Nog his ECM modifier is a +3. Nog must add the +3 on to the role he made and then Nog consults the firing chart. He needs a 1-8 to hit Jake's ship. Nog has a total of 7 (4 for the die role + 3 for the ECM = 7) Nog is able to hit the ship. Jake decides to return fire. He roles the die and gets a 6. He then asks Nog if his vessel has an ECM, Nog replies "Yep, and the die modifier is a +3". Jake then adds the +3 on to his die role and consults the firing chart. Jake needs a 1-7 to hit Nog's ship. Jake has a total of 9. Jake's shot had missed the ship. (6 for the die role + 3 for the ECM = 9).

CLOAKING DEVICES

To find out what the power to energize is, you first take the total power of the Vessel and subtract the shield power. You then consult the cloaking device chart and Find the proper cloaking device. You go across the chart until you are over the Cloaking Efficiency. This number shows how efficient the cloaking device is. You subtract this number and it leaves the total power to

energize the cloaking field. (See equation below)

Ships Total Power

-Shield Power

-Cloaking Efficiency

Total Power to Energize the Cloaking Field

Example:

Geordi is making a ship with a cloaking device. Geordi's ship is a Class XV, and is using a Federation Cloaking device. He has an M-8A computer on his ship. He knows his ships Total Power is 100, and his shield power is 16. He then subtracts the 16 from 100 and gets 84. He then consults the Cloaking Device chart. Geordi finds the right cloaking device he wants to use and goes across the row to make sure it is in the Appropriate Ship Class. If not then he must find one that does. Say he chooses the FCF. He then realizes The Class XV vessel is at the end, and then the vessel will not cloak but became stealthy. Since he wants it to cloak he chooses the FCG. He goes across the row until he comes across the Cloaking Efficiency. He takes this number and subtracts it form the 84 to get 79. He now knows he needs 79 points of power to cloak his ship. (See Equation for clarity)

100 (Total Ships Power)

-16 (Ships Shield Power)

-5 (Cloaking Efficiency)

79 power units to cloak the ship

You use the cloaking device during the sensor phase of the game play. You must role the die and consult the cloaking chart to see if you can detect a cloaked vessel.

Example:

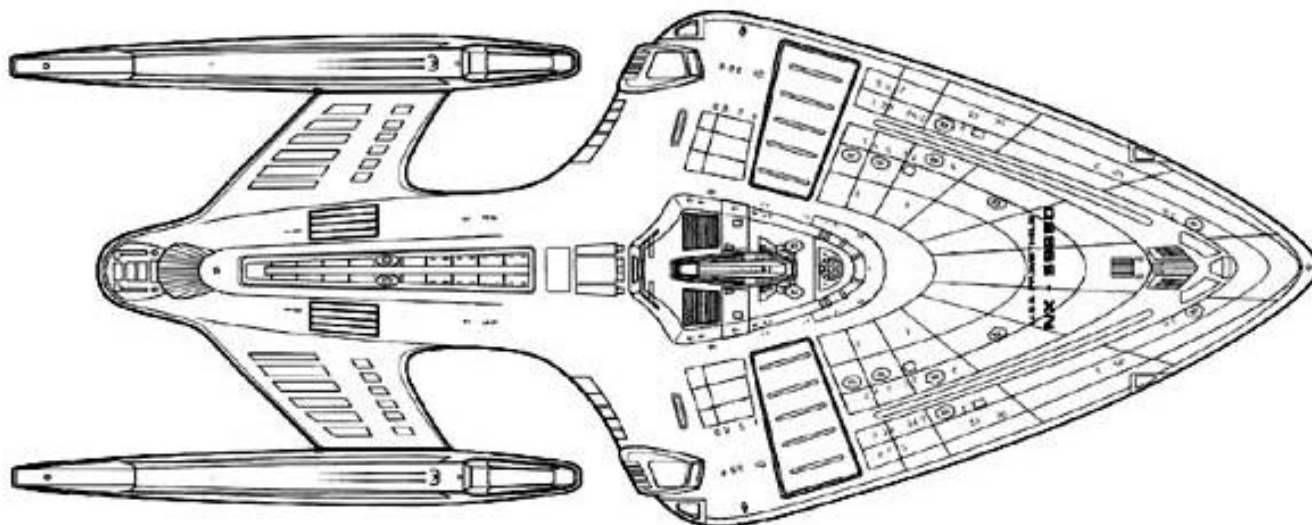
Captain Miles is going to try and find Captain Julian. Julian has a vessel that has a cloaking device. At the start of the turn Julian has his vessel cloak. During the sensor phase Miles tries to find Julian. Miles points to the cloaked game piece on the board and says, "I'm going to try to find this ship". Miles roles the die and then consults the Cloaking chart (see below)

Detecting a Cloaked vessel
Die Role
1 – 3 = Detected
4 – 10 = Not Detected

Miles roles a 3 on the die. He then found Julian's ship. Julian must turn over the game piece and to let everyone know that Miles found his ship. Miles may fire on the ship during the firing phase of the game. If Miles had role the die and had gotten a 6 then he did not detect Julian's ship. During the Firing phase of the game if Julian has his cloaking field up, then he can fire any weapon he chooses as long as he has the power to do so. He can decloak and fire his weapons if he chooses. After the firing phase Julian can have his vessel cloak or decloak.

Then it's on to the movement phase of the game. If his vessel is cloaked then Miles will have to go through the process again. Phase Cloaking devices go through the same procedure as the regular cloaking devices. The only difference is the Phase Cloaking device can make a ship go through other objects.

One vessel may detect more than one ship. Miles has two ships called A and B. Julian has two ships called 1 and 2. Miles is going to try to detect Julian's ships. Miles has ship A try to detect ship 1. He roles the die and consults the table. He roles a 3. He then detected the ship. Miles then has ship A try to detect Julian's ship 2. He roles a 5, he did not detect the ship. Miles then has ship B Try to detect Julian's second ship. Because Miles does not need to find the first one is his ships are in communication with each other and A has relayed the information on ship 1 to ship B. Ship B tries to find Ship 2, Miles role a 2. He now has detected both of Julian's ships. If Miles had rolled an 8 then he did not detect the ship. Since he did detect the ship both Mile's ships know where both of Julian's ships are. They then can proceed on to the Firing phase of the game.



FEDERATION

CLOAKING DEVICE TYPES					
Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
FCA	I-III	-2	L-13	None	2372
FCB	III-IV	-2	L-14	None	2379
FCC	IV-VII	-3	M-2	None	2383
FCD	VII-X	-3	M-4	None	2395
FCE	X-XIII	-4	M-6A	None	2410
FCF	XIII-XV	-4	M-7A	None	2412
FCG	XV-XVII	-5	M-8	None	2418
FCH	XVII-XX	-6	M-9	None	2420

PHASE CLOAKING DEVICE TYPES					
Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
FPCA	I-III	0	L-13	None	2418
FPCB	III-IV	0	L-14	None	2420
FPCC	IV-VII	0	M-2	None	2423
FPCD	VII-X	0	M-4	None	2426
FPCE	X-XIII	0	M-6A	None	2429
FPCF	XIII-XV	0	M-7A	None	2430
FPCG	XV-XVII	0	M-8	None	2432
FPCH	XVII-XX	0	M-9	None	2434

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
FECM-1	1	L-12 – L-14	None	+1	2200
FECM-2	1	L-14 – M-3	None	+2	2203
FECM-3	2	M-3 – M-6A	None	+2	2205
FECM-4	2	M-6A – M-8	None	+3	2206
FECM-5	3	M-8 – M-9A	None	+3	2209

KLINGON

CLOAKING DEVICE TYPES					
Cloaking Device	Appropriate Ship	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
KCA	I-II	-2	ZD-1	None	2264
KCB	II-IV	-2	ZD-5	None	2267
KCC	IV-VI	-3	ZD-6	None	2285
KCD	VI-X	-3	ZD-8	None	2296
KCE	X-XV	-4	ZD-10	None	2312
KCF	XV-XX	-4	ZD-12	None	2371

PHASE CLOAKING DEVICE TYPES					
Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
KCA	I-II	0	ZD-1	None	2418
KCB	II-IV	0	ZD-5	None	2420
KCC	IV-VI	0	ZD-6	None	2423
KCD	VI-X	0	ZD-8	None	2426
KCE	X-XV	0	ZD-10	None	2432
KCF	XV-XX	0	ZD-12	None	2435

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
KECM-1	1	ZD-1 – ZD-2	None	+1	2105
KECM-2	2	ZD-2 – ZD-4	None	+1	2106
KECM-3	2	ZD-4 – ZD-6	None	+2	2109
KECM-4	3	ZD-6 – ZD-8	None	+2	2112
KECM-5	3	ZD-8 – ZD-10	None	+3	2116
KECM-6	4	ZD-10 – ZD-12	None	+3	2120
KECM-7	4	ZD-12 – ZD-14	None	+3	2124

ROMULAN

CLOAKING DEVICE TYPES					
Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
RCA	I-III	-3	R1M	None	2355
RCB	III-VI	-3	R3M	None	2262
RCC	VI-IX	-3	R5M	None	2275
RCD	IX-XII	-4	R6M-1	None	2315
RCE	XII-XV	-4	R7M	None	2389
RCF	XV-XVII	-5	R8M	None	2395
RCG	XVII-XX	-5	R10M	None	2415

PHASE CLOAKING DEVICE TYPES					
Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
RCA	I-III	0	R1M	None	2365
RCB	III-VI	0	R3M	None	2410
RCC	VI-IX	0	R5M	None	2412
RCD	IX-XII	0	R6M-1	None	2420
RCE	XII-XV	0	R7M	None	2428
RCF	XV-XVII	0	R8M	None	2430
RCG	XVII-XX	0	R10M	None	2433

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
RECM-1	1	R1M – R3M	None	+1	2036
RECM-2	1	R3M – R5M	None	+1	2038
RECM-3	1	R5M – R6M-1	None	+2	2045
RECM-4	2	R6M-1 – R7M-1	None	+2	2052
RECM-5	2	R7M-1 – R9M	None	+3	2057
RECM-6	2	R9M – R10M	None	+3	2063

THOLIAN

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
TECM-1	1	TC-1 – TC-3	None	+1	2112
TECM-2	1	TC-3 – TC-5A	None	+2	2118
TECM-3	2	TC-5A – TC-8	None	+2	2120
TECM-4	2	TC-8 – TC-10	None	+3	2122

GORN

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
GECM-1	1	1AG – 1CG	None	+1	2115
GECM-2	1	1CG – 1FG	None	+2	2120
GECM-3	2	1FG – 1IG	None	+2	2122
GECM-4	2	1IG – 1LG	None	+3	2126
GECM-5	3	1LG – 1NG	None	+3	2127

ORION

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
OECM-1	2	Mark I – Mark III	None	+1	2230
OECM-2	2	Mark III – Mark VI	None	+2	2232
OECM-3	3	Mark VI – Mark VIII	None	+2	2238
OECM-4	3	Mark VIII – Mark X	None	+3	2240

CARDASSIANS

ECM DEVICE TYPES					
ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
CECM-1	1	CCA – CCB	None	+1	2195
CECM-2	2	CCB – CCE	None	+1	2199
CECM-3	2	CCE – CCG	None	+2	2215
CECM-4	3	CCG – CCI	None	+2	2219
CECM-5	3	CCI – CCK	None	+2	2222
CECM-6	4	CCK – CCM	None	+3	2231
CECM-7	4	CCM - CCO	None	+3	2238