
ADVANCED OPTIONAL RULES MODULE I

FASA Optional Starship Combat Rules



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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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FASA Optional Starship Combat Rules

These optional rules are designed to be used with FASA's Star Trek the Role Playing Game and Starship Combat Simulator. These optional rules work with most FASA materials including the Starship Construction Manual. Some of these rules are just enhancements of additional rules found in scenario books or are slightly similar to those found in other game systems. Other rules I made up to fill in a gap or hole in the game system that I, personally, found aggravating. Just a note, I have not play tested all of these rules, but the ones I have seem to work well. I just hope that these optional rules make the game more enjoyable, allowing role players more options with their ships or war gamers a new challenge of play.

Sincerely,
T. Olson

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SHIELDS:

Option 1: The first or base level of charging will affect all 6 generators at the same time (basically acting as powering one shield generator but affecting them all). The cost is the power to shield ratio for one shield side (round power cost up for odd numbers). Then specific shield reinforcement may be applied to create a second level to the shields. The normal shield rules are used for reinforced shields. When a shield side is hit, the reinforcement is reduced first, then the base level afterwards. So for every point of damage received exceeding reinforcement, the base shield goes down that many points. When damage starts to occur to the base shield it is carried over into the following turns. When the base shield is reduced to zero, any excess damage is applied as internal hits. Standard shield (or base shield) power must be maintained before any reinforcement can be enabled. Reinforced shields can still be maintained even if the base shield level has collapsed (reduced to zero) but not if the shield generator is damaged. A navigator can slowly nurse the base shield back up (one hex side) by making his deflector shield technology roll during the next turn. If he succeeds he may return one shield point. If he rolls a 05 or less, then he may return two shield points. Another option reflecting a characters skill level may be if they roll within 10% of their skill two shield points are nursed back.

Option 2: is very similar to option one except that shield generators 1-3 cover all incoming fire from the forward half of the ship (forward 180 degree arc), and 4-6 cover the back half (aft 180 degree arc). With this option the incoming damage has to go through 3 times as much protection, but once the shield is down the entire fore, or aft is down. Shield reinforcement can still be used but only covering the regular shield arc (1-6) as in option one. Essentially we get 2 base shields (fore and aft) and 6 reinforcement shields (standard rules). For transporter use the fore or aft base shield must be dropped

but specific reinforcement can still be active as long as it does not block the transport line of site. If a specific generator is hit then there is no way to reinforce that shield facing. There is also a loss of 1/3 the shield power, but if the generator was hit it probably means the entire fore or aft shield was taken down anyway.

EXTENDING SHIELDS: In TOS episode "Mudd's Women" the Enterprise crew extended their shields to protect Mudd's vessel from asteroids. In the process they damaged the ships dilithium crystals and needed to find new ones. We can simulate this by using a combination of the tractor beam rules and shield reinforcement. Only reinforced shielding can be extended and the extra power cost and range will be determined by the tractor rules with no intent on capture and towing, so the capture/towing power cost is not used. Obviously the ship must be within the line of sight to be able to do this.

Extending the shields will cause stress on the warp engines and can cause dilithium crystal burnout. To represent this the use of a high amount of tractor energy does, however pose some risk. The need to control the high power flow channeled to one source can result in a burnout of one or more of the precious dilithium crystals used to power the vessel. To reflect this, whenever concentrated energy is used (over half the energy from a power source), the ships navigational officer must roll against their *Deflector Shield Technology* skill to control the flow of power. If the roll fails there is a chance for a crystal burnout and a corresponding loss of power. The engineer will now have to make his roll against the *Astronautics* skill or a corresponding amount of crystals burn out and the ship loses all the power points currently used for the tractor beams (all fractions rounded down).

PHASER OPTIONS-

Grazing shots: An optional rule is if a ship fires phasers or torpedoes and just makes the to-hit number needed (needing a hit on a 1-7 and rolling a 7), the weapon might do only half the damage causing a graze. A successful roll against the *Ships Weaponry Operation* skill means normal damage, a failed one means a grazing hit.

Weapon firing arcs: Some weapon arcs may have to be modified to cover either more or limited areas. The port: p, and the starboard: s, cover their entire side. When the forward or fore: f, and the aft or rear: a, cover only a more limited arc. For example a Galaxy ship's forward collimator phaser arc would not be able to fire in the rear arcs but does cover a lot of the port and starboard arcs. It could be shown as pfs-a firing arc meaning port, forward and starboard minus the rear firing arc. Also if a weapon can cover the entire forward (+f) or the entire rear arc (+a) a 180 degree firing area, it could be designated with a plus sign in front of it.

Phaser firing: Phasers can fire a limited charge of allotted power in the compactor during the three fire phases in the turn. Each phaser could only fire once each phase as long as power is available in the compactor. Example a phaser compactor is charged up to 4, during phase one's firing you expend one power. During phase two's firing you can expend another power point and during the third and last phase you can expend the rest of the power in your phaser shot. It is the player's choice of how much power is used in any shot. All the shots get their phaser range damage bonus, allowing you to do more damage in the long run. Since movement is also involved, the hits may end up on different shield facings. Power not used at the end of the turn is lost and does not roll over. An exception to this rule would be a gattling phaser and a phaser collimator which can fire multiple times in an arc in a phase.

1. A gattling phaser has a fixed arc and can fire multiple times at one target up to its charged rating in a phase receiving the damage bonus for each burst of energy. Since this weapon is more high tech and experimental it costs more for repair and

construction. If the weapon is damaged and repaired in combat it can operate only as a regular phaser that has been damaged losing the gattling ability.

2. A collimator phaser is basically one huge compactor that can fire in a large arc. When the collimator is damaged it loses its power holding ability not so much its firing arc capability. If the collimator is hit divide the incoming damage by 2 and round down, that is the amount the compactor is reduced for power holding capacity up to a maximum of 10 for each hit on a large collimator, 5 for medium and 3 for small. The remaining damage will do $\frac{1}{4}$ super structure round down. Once the compactor capacity is reduced to zero then the collimator phaser is out of action. This weapon can be repaired in combat, the first repair can have up to $\frac{3}{4}$ capacity, the second repair up to $\frac{1}{2}$ capacity, the third repair up to $\frac{1}{4}$ capacity of the compactor rating. Large collimators can fire 10 bursts at multiple targets in a phase, medium ones can fire 5, while small ones can fire 3. This weapon will not suffer from the *concentrated fire* effect. Maximum power for a single shot is $\frac{1}{3}$ rd the total unmodified power capacity in the collimator.

Concentrated fire: It is possible to concentrate ships beam weapon fire so as to engage a given target with all weapon batteries (within firing arc) locked on to the same target at the same time. That means only a single die roll is needed to resolve fire for all phaser batteries firing, instead of several individual rolls. The single result obtained is immediately applied to all beam weapons currently engaged causing a massive single punch to one point. The use of such concentrated fire does, however pose some risk. The need to control the channeled flow of power from more than one bank or battery at the same time can result in a burnout of one or more of the precious dilithium crystals used to power the vessel. To reflect this, whenever concentrated fire is used, the ships weapon officer must roll against *Ships Weaponry Technology* skill to control the flow of power. If the roll fails there is a chance for a crystal burnout and a corresponding loss of power. The engineer will now have to make his roll against the *Astronautics* skill or a crystal burns out and

the ship loses one-quarter of all power points currently available (all fractions rounded down).

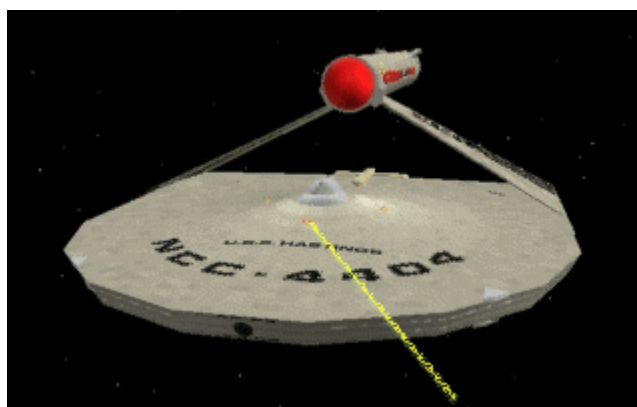
Targeted fire: Using this tactical option, a specific area of an enemy vessel, such as a bridge or weapons pod that can be visually sighted along the normal arc of fire is selected. Fire is then manually directed against this target area. A helmsman may use targeted fire as his To-Hit Bonus during the turn. The range of this targeted fire is based on the *Ships Weaponry Operation* skill divided by ten rounding down. A sensor lock on the target is necessary. To hit the specific location, a successful Target Fire to hit roll is needed being the average of the weapons officer's *Starship Sensors Operation* and *Ships Weaponry Operation*.

The science officer may assist by making his skill roll in *Starship Sensors Operation* instead of asking a sensor question to give the weapons officer a + 5 skill bonus. If the roll needed makes it by 10 then it was a grazing shot to the targeted location and only half the damage occurs there. At point blank range (in the same hex) a -20 die roll modifier is in effect for the weapon officer's targeting fire.

Targeting small craft: When shooting at small craft like shuttles or missiles or size

class I targets, you need to make a targeted fire roll. This roll may be modified either by evasive maneuvers or counter measures. A small moving target has a -15 to-hit modifier an evading one has a -30 to-hit modifier versus the skill roll. The counter measures effect the to-hit chart. These rules will apply to tractor beams too.

Phaser Spread: A phaser spread can hit multiple points of a target. The multiple points hit is based on the to hit die roll. If a phaser hit would occur on an 8 or less and the die roll made was a 5, up to four points could be hit on the target (hits on a 5, 6, 7, 8 and misses on a 9 and 10). To determine how much can be spread and the amount of damage that can be done divide the amount of the phaser shot by 3 round down. For example the amount of damage from a phaser shot will be 7 if I hit, I decide to spread the shot so I divide 7 by three round down and get a two. The maximum spread can be a two which also determines the amount of damage of each point hit. I need a 6 or less to hit and roll a 4. I succeed in hitting two points (even though the roll would have allowed up to three hits which would be 4, 5 and 6). If a 5 was rolled two hits would have occurred (on a 5 and 6). If a 6 was rolled the hit would have been a graze doing only one point of damage and only hitting one point.



PHOTON TORPEDO OPTIONS

Proximity Photon Torpedoes: Are used as an area effect explosion, but the explosive yield is only half the damage of a regular torpedo because you are not hitting the targeted ship or area directly. A torpedo has to be stated as a proximity type ahead of time because a different kind of fuse is installed before arming. The torpedo can be changed back to a regular type if an entire phase is used to convert it or at the beginning of a new turn. The advantage of a proximity torpedo is that it gives a bonus to hit an enemy ship and can extend firing range slightly. To get the proximity bonus number and extended ranges to-hit, use the *Ships Weaponry Operation* skill and divide it by 20 and round to the nearest whole number. Subtract the proximity number from the torpedo's to hit die roll. Proximity torpedo's can also fire a little further than the regular types. The proximity bonus number is also the extended range a proximity torpedo may be shot. Use the proximity to-hit modifier to adjust the torpedo's firing chart's last to-hit number. Now subtract 1 for each hex passed the last regular range number to get the new to-hit number up to the bonus range limit. If at any time the die roll is exactly the number needed to hit then it does graze damage or only 1/4 the torpedo yield (round down to nearest whole number).

For example: I am using a FP6 torpedo launcher, it has a yield of 12 damage and the weapon officer has a 52 in his *Ships Weaponry Operation* skill. The torpedo's regular maximum range is 14 needing a roll of a 1 on a d10 to hit at that range. Looking at the ships weapon officer's skill (52 divided by 20 = 2.6 round to the nearest whole number I get a 3), I see he receives a +3 proximity torpedo bonus. So this individual firing a proximity torpedo can shoot one up to range 17 (regular range of 14 plus the +3 proximity torpedo bonus = 17). The modified to hit roll at range 14 will be a hit on a roll of 1 through 4 on a die 10 (1-4 on a d10 the regular roll needed was a 1 plus the +3 proximity bonus =4 the new roll).

If I were to roll a 1-3 at range 14 the target would receive 6 damage from the proximity torpedo or half the torpedo yield, if a 4 was rolled then only 3 damage would have been

given or 1/4 the torpedo yield round down. At range 15 I would hit on a 1-3, range 16 a hit 1-2, and range 17 a hit on a 1. ECM is only half as effective on proximity torpedoes, in this case the weapon officer can roll against his *Ships Weaponry Operation* skill to prevent any grazes from occurring since it is an area effect already. If you roll exactly what you need to hit (like rolling a 7 on 1-7) then it is automatically a graze that does 1/4 the torpedo yield damage.

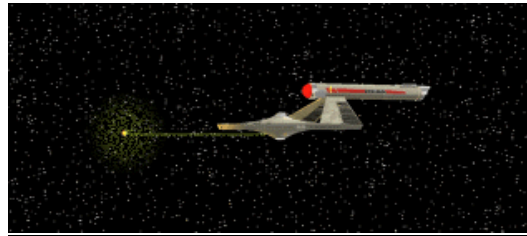
Torpedo Spreads: In some of the shows of STTNG they called out for torpedo pattern or spread to enhance hitting a target. For a torpedo spread each torpedo beyond the first gives a +2 cumulative on the to-hit chart. The first torpedo will do full damage and the other ones may do full, graze or miss altogether. The player rolls once for the spread and adds 2 for each torpedo fired to the number rolled. When two is added to the die roll and it shows as a regular hit on the to-hit chart that torpedo does full damage. When adding the two's goes beyond a regular hit on the chart then the torpedo grazes. When adding the twos goes beyond the to-hit bonus then the torpedoes miss.

Example: player A is firing 4 torpedoes at player B. He looks at the fire to-hit chart and sees that he hits on a 1-3. So player A decides to fire a torpedo spread with all his torpedoes making his new roll a 1-9. A 3 or less is initially needed to hit. No bonuses are given for the first torpedo, a +2 is given to the second, a +2 is given to the third, and a +2 is given to the fourth. So now we get (3+2+2+2=9) a 9 or less for the torpedo spread to-hit roll. Player A rolls and gets a 5. So he hits for full damage with a 5 with his 1st torpedo, add 2 and grazes with a 7 with his 2nd torpedo, add 2 and grazes on a 9 with the 3rd torpedo, add 2 and misses with a 11 for his 4th torpedo. If player A had rolled a 1 instead, he would have done full damage with the first and second torpedo. Because the second torpedo would still be a regular hit on the to-hit chart being a 3.

Photon Torpedoes: If the die roll is exactly the number needed to hit then it does graze damage or only 1/2 the torpedo yield in damage. You may also be able to fire your

torpedo as a mine with one difference, they do not recognize the difference between friend and foe like regular mines. They must still be fired out within the torpedo range and arc. When placed in position three markers must be put out, one marker being the real position of the torpedo mine, the other two sensor shadows of the torpedo mine. All three markers must be adjacent to one

another like a line or semi circle. The limit of torpedo mines that can be fired this way will be the limit of your torpedo stock or the torpedo's damage per tube if no torpedo stock is listed (example: you have two torpedo tubes, the explosive yield is 10 damage. The limit will be 20 torpedo mines or 2 tubes x 10 damage = 20).



MINE EVASION AND DESTRUCTION

Mine evasion or destruction- A ship may try to evade or destroy a mine before the mine detonates (the ship and mine being in the same or adjoining hex). First, the science officer, using their Starship Sensors skill must detect the mine. There may be possible modifiers included depending on circumstances for instance if the mine is stealthy or natural interference. If the mine is detected the captain must make a decision to evade or destroy the mine, once the decision is made the crew respond using their respective skills.

For evasion the helmsman would use his Starship Helm Operations roll to try and

miss the mine, if he is within ten points of the needed number the mine still detonates but doing only half damage to a shield of his choice. The ships weapon officer must use his *Ships Weaponry Operation* skill to destroy the mine, if he is within ten points of the roll needed the mine still detonates doing only half the damage to the shield first entering the hex. During the turn each extra skill roll to fire or evade will receive a cumulative +10 increase. The reason being, if the situation gets very difficult, (like moving fast through a minefield) it becomes very tricky to keep track of all the objects and activity.



TRACTOR BEAMS

Tractor beams: will function on a shield ratio basis unless a special type of tractor beam is indicated. The skill to operate the tractor beams will be the same skill used to operate the shields *Deflector Shield Technology*. The range of the tractor beam will be the same as the phaser weaponry. To pull a ship in an adjacent hex the power required must match the movement ratio of both ships involved for the current movement speed or the tractor beam is broken.

The extra power draw beyond range one will be two per hex up to range 10. Then 3 per hex up to range 15 and 4 per hex up to range 20 and so on. A tractor beam will be hit upon an indication of a second deflector shield hit within the tractor beam-firing arc. To draw or repel an object or ship the beam must have enough additional power to cover their movement cost. The use of a high amount of tractor energy does, however pose some risk. The need to control the high power flow channeled to one source can result in a burnout of one or more of the precious dilithium crystals used to power the vessel. To reflect this, whenever concentrated energy is used (over half the energy from a power source), the ships navigational officer must roll against their Deflector Shield Technology skill to control the flow of power. If the roll fails there is a chance for a crystal burnout and a corresponding loss of power. The engineer will now have to make his roll against the *Astronautics* skill or a corresponding amount of crystals burn out and the ship loses all the power points currently used for the tractor beams (all fractions rounded down).

Tractor Beam Power Chart

+ add extra power for other ships movement ratio or tractor lock will break.

Hex Range	Extra Tractor Power Cost
1	0
2	2
3	4
4	6
5	8
6	10
7	12
8	14
9	16
10	18
11	21
12	24
13	27
14	30
15	33
16	37
17	41
18	45
19	49
20	53
21	58
22	63
23	68
24	73
25	78
26	84
27	90
28	96
29	102
30	108

RESERVE POWER

Option 1- Note: this is an optional rule. Divide the super structure by four and round up. This will represent power from fusion reactors and batteries used to power ships regular systems for normal operations for example life support, gravity fields, power required to maintain integrity fields for systems and the ship, oh yes don't forget the computer core. A list for the different ship system will come from "The Starship Creator" list for added realism . When the ships superstructure receives damage this power reserve also becomes damaged. In some emergency cases this power can be used to power up non movement systems. This can be very dangerous because you are removing power to systems integral to the proper ship functions to make her operational and space worthy. If you do use this power you might create another problem at the discretion of the GM.

Option 2- Power not being used can be stored as reserve power, the total not exceeding the super structure divided by four. This power can be used up to 3 turns later. Any later the reserve power is lost. Another similar option is that the engineer can set aside his nursed bonus power from the warp engines into the battery system which can be used up to 3 turns later. This power can not be used for primary movement (warp or impulse movement) or photon torpedo systems (which requires antimatter from the warp engines). It can be used with phaser, deflector or tractor beam systems including ship thrusters which are not related to warp or impulse engines (but are very slow). This would also include transporter use, computer and sensor operations, communications, ECM, ECCM, microwave emitting and etc.

SENSORS

Sensors- They are the ships senses that receive information of the ships surroundings. Power can be used to jam these senses to make lock on, targeting or Information more difficult to obtain. Power would have to be used and the intended purpose stated. For example I am using electronic counter measures (ECM) to jam targeting systems of the enemy ship (to give

them a minus to hit) or I am jamming the sensors to prevent them from receiving information about our ship (one less sensor question they can ask according to their skill). Also electronic counter counter measures (ECCM) can be used to break through the jamming or interference. A maximum of six power points can be used in any combination for electronic measures.

Scout vessel electronic measures are twice as effective than regular vessels. One power point on a scout vessel generates two points of electronic measures so if they spend a maximum of six power points they receive a total of twelve electronic measure points used any way they want. The benefits of jamming are the cause of grazing shots and complete misses. For every point of active ECM causes a increase graze range. For every three points of ECM generated it causes a minus one to hit on the range chart.

Example: player A targets player B's ship. Looking at the fire chart he sees he needs a 1-8 to hit an 8 being a possible graze. Before rolling he asks player B if he has any ECM active. Player B says yes and that he has 5 ECM active. Unfortunately player A does not have any active ECCM. The new roll now looks like this a 1-7 (a minus one because player B has at least 3 active ECM).

A possible graze on a roll of 2 and automatic graze on a 3-7 (7 the new to hit number minus 5 active ECM equals 2 allowing a graze hit on a roll between 2-7).

Note: Scans can be increased to x1.5 distance by either concentrating all scanners in one hex side direction (becoming blind in all other directions) or by increasing power into the scanners (1 power point per hex side). This can also help to reduce some interference and adjust any negative modifiers. Prolonged periods of extra power usage can damage the sensors. To reflect this after 10 turns roll 1d10 on a 1 the sensor burns out. If in continued high power use after turn 10 then roll once per turn. After every 5 turns add 1 to the burnout roll. Scout ships would start at x1.5 sensor range (standard since ships have special sensors) and could be increase to x2 distance. Scout

sensors are designed to take the extra power load so will not have a breakdown until 2x the length of time.

Scanning for cloaked ships (the ultimate in jamming warfare) will reduce the skill level for Starship sensor operation roll, a -20 for moving and -30 for stationary cloaked ships. The range may be an optional subtraction factor too. The shield facing must be stated for a detection attempt as usual per the FASA game rules. Power could be allocated to sensor operation to help intensify the scanning process and reduce the penalty (1 power for each scanner hex side for every 5 point penalty reduction remember scanners can be redirected making the other sides blind). Once you detect a vessel you can try and receive the regular information from it. But the location will still be unclear (a marker could be placed out to represent the cloaked ships approximate location).

If the vessel were to decloak while you have a lock on, it could be fired upon before it can react. The damage would be allocated first and then the decloaked ship could react. Other wise if it were to decloak with no lock on both ships would fire normally. Weapons fire on a cloaked ship would have a + 6 modifier added to the die roll from the weapon chart and do only half the damage (grazing hits). Of course there may be ways of altering these modifiers to a limited degree in normal situations.

Trying to find a cloaked ship would be similar to a sub hunt, not a very easy thing to do but there are ways. If a cloaked ship surprises another vessel with its shields down and weapons unarmed, the only possible reaction the ship could do is try to raise shields before being fired upon. Roll against the dexterity and Deflector Shield Operation skill of the navigator. The generic computer option could be used, as a back up, in case of human error.

COMPUTER

Computer: No interstellar vessel is flown totally by manual controls. Only sophisticated computer technology allows the harnessing of the matter/antimatter mix that power the warp drives and numerous other systems. A computer-automated

safety function can react, for example, by putting up a defensive screen if it detects danger to the ship. It is an aid, to backup and prevent human error, for failure to recognize the immediate danger. The computer may fail or be slow in reacting to surprises too. So it can be given some statistics to help determine how it reacts. A computers generic statistics could be a dexterity of 60 for reaction and a skill level ranging from 41-60 roll 2d10 to determine skill rating at the time. The reason for a variable skill rating is that the computer could be working on many other functions at any given moment of time, which may slow down some processing. Roll the average of the dexterity and skill level to determine success or failure. Adjustments may be made to the system by personnel reprogramming the system to enhance or accidentally depreciate system functions.

Example: the computer is used to operate the automated bridge defensive system. Once activated it will try to take out programmed hostile or non-programmed individuals. The players, to cover a variety of individuals can adjust the computer program. The computer will have a base of 10 AP (action points) for taking action in the area.

COMMUNICATIONS

Communications- can also be jammed and interfered with. That is when extra power would be needed for special operations depending on the situation. Communications station also deals with the use of the universal translator and damage control and at times internal security. Damage is usually reported to the communications station thus a reason for controlling damage control parties alerting them of where they need to go. Communication with other allied ships can help improve combat tactics abilities and in spotting cloaked ships a +5 for each additional ship beyond the first.

TRANSPORTERS

Transporters- Can be used in all sort of creative ways. For rescue operation a transporter or transporter's can be used to beam endangered personnel to the ship. You can set it on a wide beam and grab as many of the crew as possible. The people

will then be stored in the transporter buffer until they are reintegrated. There is a big power cost to this though. 1 point of power for the transporter's and another one for the memory buffers. If the emergency transporters are used too you can add another point of power to the cost (most emergency transporters are designed to beam out only, not for beam up). This will allow a double capacity for the transporters holding ability when the memory buffer is charged.

EVASIVE MANEUVERS

Evasive Maneuvers: can be used to make it more difficult for the enemy to hit your ship when performed. This does not place stress on the ship like an emergency heading change, because the helmsman is not whipping the ship around to avoid enemy fire as it is being fired upon. Instead the helmsman is concentrating solely on not being hit for that phase, not on firing. If there is a weapons officer or the helmsman decides to fire, there is a penalty involved, a minus 5 on the to-hit chart. It's obvious when a ship is performing evasive maneuvers, and so it must be stated before movement occurs. To figure out the *Evasive Maneuver* roll average the captains *Starship Strategy / Combat Tactics* and *Starship Helm Operations*. This roll can be adjusted from the opposing vessel's rating. The difference

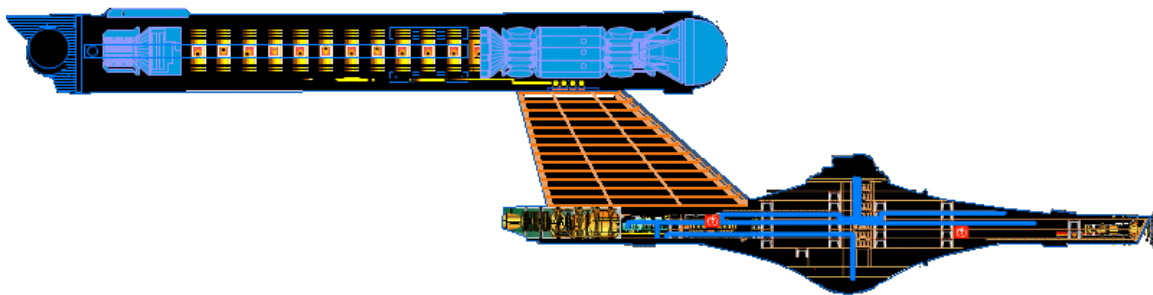
in ratings is the bonus or penalty for the skill roll.

If the enemy decides to fire on the evading ship, the evading captain or helmsman rolls the die. The *Evasive Maneuver* versus torpedo fire: torpedoes are easier to avoid so if the roll is less than half of the number needed, than the torpedo missed all together.

If the roll is successful but more than half, then a graze occurs on the facing shield instead. If the enemy fires a torpedo spread there is a penalty placed on the *Evasive Maneuver roll*, a plus 5 for each torpedo after the first one.

The *Evasive Maneuver* versus beam weapons: the enemy receives a minus 1 to-hit penalty on the firing chart. An Evasive Maneuver roll must be made for each shot fired. If the roll is less than half that needed then a graze occurs doing 1/4 the incoming beam damage. If the roll is successful but more than half, then a graze doing 1/2 damage occurs on the facing shield instead.

-There is a +5 cumulative penalty added to each evasion roll beyond the first during the phase. It is also almost impossible to target fire a point on the evading ship (add 2 to the range plus a -30 target fire skill penalty).



MINI WARP

The Mini Warp: In the game when a ship is trying to evade another vessel it attempts to warp away. The enemy vessel may take pursuit so an evading maneuver would be to jump up or down two warp speeds, that is, if the engineer succeeds in making his *Warp Drive Technology* roll. What about using a tricky move by warping up and then back down in the same turn to either put some distance between yourself and your enemy or getting closer to a distant enemy. The scale below may not be totally accurate but it is a good base to set up something like the Picard Maneuver. Some variables I did not work out would be the movement points used in warp speed, should they just be added or multiplied by the current warp speed. This is up to the GM. To give a bit of randomness to the distance 1 to 5 d10 could be rolled where the number could be added or subtracted if the players are rolling bad. A skill roll versus *Starship Helm Operations* or *Astrogation* or the average of both can be made to effect the distance in trying to slide in a target area. Another option for using multiple skill roll's would be one roll giving a bonus to the other players roll.

For example a successful roll versus *Astrogation* may give the helmsman a -10 die modifier or + 10 skill modifier, and a really good roll like a 5 or less or a roll of 10% of skill level might give a - 15 or -20 die roll modifier or a +15 or +20 skill modifier. The skill level may be the percentage of the distance that can be adjusted off the standard warp movement plus regular movement.

Warp Speed distance on hex grid. 1 hex = 3000k

Sublight or any matching warp speed will be at normal game movement.

Warp Speed	Hexes traveled a turn	Hexes Traveled per Phase
Warp 1	100	33/ 34/ 33
Warp 2	800	267/ 266/ 267
Warp 3	2,700	900/ 900/ 900
Warp 4	6,400	2,133/ 2,134/ 2,133
Warp 5	12,500	4,167/ 4,166/ 4,167
Warp 6	21,600	7,200/ 7,200/ 7,200
Warp 7	34,300	11,433/ 11,434/ 11,433
Warp 8	51,200	17,067/ 17,066/ 17,067
Warp 9	72,900	24,300/ 24,300/ 24,300
Warp 10	100,000	33,333/ 33,334/ 33,333

