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This document is used for playing the FASA Star Trek Role Playing Game and Star Trek Starship Tactical Combat Simulator Game. Presented in this document are the rules for conducting small and large scale boarding party combat. Created by Bryan Jecko, Chris Cornellius and Bill Colley. No copyright infringement intended.

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STARFLEET COMMAND AND STAFF COLLEGE BASIC STARSHIP TACTICS

BOARDING PARTY
A Rule Supplement for use with
Star Trek The Role Playing Game
&
Star Trek Starship Combat Simulator Game

Even before the advent of role playing games, table top combat was an interracial part of many peoples lives, from chess to Battleship, dozens of games have been created to allow people to "play General" and command a force. As part of the expanding universe or Star Trek, we are attempting to create a viable game play scenario system which will allow you and your opponents to add another dimension to the art of starship combat.

BASIC GAME PLAY – SUPPLEMENT 1

The basics of the game are surprisingly simple. Each team, before combat, create record sheets for the troops and crew that they believe will be involved in boarding actions or ground combat. Each squad can consists of between 1 and 30 individual persons. This fighting unit has several base scores, including STR, END, a base "To-Hit" number for both beam weapons and hand-to-hand combat.

When two forces engage each other, each roll against their appropriate to-hit numbers, taking into account a number of modifiers. Both sides attacks are handled at the same time. Wounded and killed troops are taken into account and the next phase of starship combat begins.

Boarding parties can reek havoc among a crew of disabled ship. Specialized teams can disrupt weapons fire, power transfer and a merraid of other internal systems, giving an opponent a clear advantage in combat.

When a boarding action is undertaken, a number of conditions must be met. Both vessels must be at the same speed for at least one phase of one turn with shields from the facing side down. During that turn, troops may beam aboard in an attempt to take the ship.

Boarding actions take place by sections. Before a boarding actions, a defending captain has the

ability to "assign" troops to various sections aboard a ship. Although a ship has a number of

sections equal to the number of superstructure divided by 2, a ships also has a number of high sensitivity sections, such as security, the bridge, engineering, auxiliary engineering, etc. (For a more complete list of sections, see the Crew Compliment supplement.) A captain may assign as many persons of the defense of a section and must also list what squads he/she wants to defend the approach to that section.

Each squad that beams aboard will be instantly located by an opposing ships crew. At the beginning of the next phase, the two forces may clash in an attempt to fend off or capture each other. When combat begins, both sides must state the conditions of the area of combat. These conditions may include vacuum, knock out gas, radiation, dark, and defendable position. All of these criteria can severely effect a forces ability to

conduct combat aboard a ship. Each condition imposes restrictions in the form of "to-Hit" modifiers taken from the attack strength number, often on both forces. Once all the modifiers have been taken into account, both teams may fire. Aboard most ships, only one squad at a time may engage each other, although larger areas, such as cargo bays may be conducive to multi-squad combat.

An attack is made by rolling against the groups Marksmanship, Modern score (after modifiers). If the attack is successful, then consult the skill level score at the top of the "Marine Attack Chart" and cross reference it with the "Number attacking" column. This is the number of enemy troops hit. If the attack is unsuccessful, then half the number hit and round down. An unsuccessful attack can be defended against. Roll against the defenders

Dexterity score. If successful, then again half the number of injured soldiers (round down). As in starship combat, both sides are considered to attack at the same time. Losses take effect only after the combat is completed.

Once combat and damage is assessed, if both teams have a single person in their ranks still alive, the section is not taken. When a defending force is rendered inoperable, the attacking force may capture the section. Before combat, a defending captain must state what locations he is intending to defend and keep a record of the number of units he is assigning to the defense. Roving security forces have a 50% chance of engaging attacking forces in some other part of the ship. If the ships sensors and communications are still functioning, this chance is increased to 85%. For faster play, larger groups may be used. To further increase game play speed, multiply all numbers by 10 to represent entire Platoons or Divisions (i.e. 300 men).

DEFENDING:
A group is considered "Defending" when moving through the ship, actively hiding, or engaging in espionage activities. Any group that is in a defending mode can NOT make an attack against an opposing group that attacks it. Larger groups can be broken into smaller groups of equal size (Minimum of 5 persons). Any group that is completely hidden (100%) can recharge weapons, communicate with other groups, begin medical procedures or plant explosives without being hit, but can not stop an attacking force from moving in on such a group gaining better position.

EXAMPLE RECORD SHEET

This record sheet represents a typical small unit aboard the USS Exeter. They are part of a larger Marine Units and are designated the 401st. The unit is predominantly human, although the higher END score does reflect a few Andorians. The unit has Zero-G training, which will help them should they board a ship without gravity, and all persons are trained in Computer operation, allowing for sabotage or take over of an enemy ship's computer. The unit is equipped with Phaser Rifles, security armor, and night vision equipment. The Referee will determine how this equipment might slow up troops or help them if needed. The units to hit modern is 61, and to hit HTH is 63. There are a total of 22 persons in the unit.

RECORD SHEET
Commanding Officer: Ktrell   Unit: USS Exeter 401st Marine Sq.
Rank: Captain   Race: Human

Significant Skills	END: 70	DEX: 60	Equipment (Standard)
Zero-G		45	Phaser Mk II Rifle
Computer Operation		65	Security Armor
			Night Vision Equipment

To-Hit, Modern: 61   To-Hit, HTH: 63
Company Numbers

																						x	x	x	x	x	x	x	x

Commander   First Officer   Medic

TO-HIT NUMBERS:
The basic to hit number for a given unit is the same as the To Hit number for a Role Playing Character. The number is generated from a base formula of Marksmanship, Modern or Unarmed Combat. Modifiers to this number are given in a + or – applied to the attack strength number, taking into account the adverse conditions, injuries, security measures, and other details before combat. This base number never changes, despite the size and composition of a combat unit.

The attack strength number is used to determine how successful a combat group would be, depending on the number of persons attacking.

ATTRIBUTES:

DEX: Dexterity- The Dexterity score is the average score for the entire unit. It represents the advantages of the strongest and most dexterous, as well as the hindrances of the least dexterous individual. Most dexterity scores are generated the same as for a Quick NPC creation.

END: Endurance- The Endurance score is used as a reflection of the average END per person and includes the weaknesses and strengths of the entire group. The END is only used when a stun setting is used or adverse conditions effect the groups END. It is NOT used to determine individual damage to the unit. Damage from successful attacks incapacitate members of the unit as a whole and not individually. If six persons are injured, they are no longer able to fight.
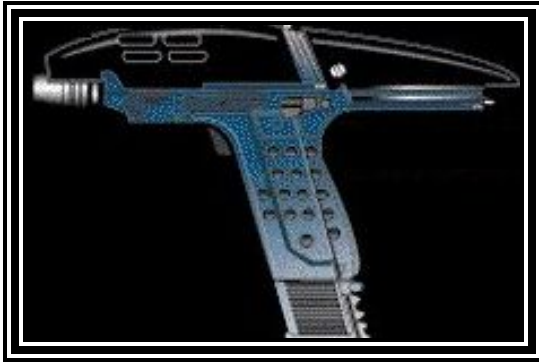
SKILLS

To Hit-Modern: This skill score is a reflection of the entire units attack average and is used to determine the amount of enemy personnel who are wounded or killed in a shoot out.

To Hit-HTH: This skill score reflects the unarmed hand to hand combat skill for the entire unit. It is used to determine the number of enemy personnel who are incapacitated or wounded in hand to hand fighting.

Other skills may reflect a units specialized training in a particular weapon or any special skill level above 40 that would allow the unit to function or perform special tasks. Only one person in a unit would need this score, but it would still allow the unit to conduct its operation.

EXPERIENCE:

Since combat is a powerful learning field, each unit that survives a combat may gain experience. It is up to the Referee to decide what experience that unit or entire platoon gains, and how to distribute it. Most experience will gain a group to hit bonuses or other related skills bonuses.

WEAPONS:

In most cases energy weapons are used in combat. Keep track of the type, setting and power for the unit, rather than the individual soldiers. When a unit attacks, it attacks as a whole. If rifle versions of beam weapons are used, a +1 to hit is added, due to the carbine nature of rifle weapons.

Other weapons, such as slug throwers and hand weapons are very common among ground troops. Many less subtle groups will use such weapons in conjunction with energy dampening fields. Although noisy and awkward, slug throwers are easier to reload and less susceptible to field damage that would otherwise disable a beam weapon. Slug throwers are handled the same as beam weapons.

Hand weapons, knives, swords, and other special combat weapons are often employed in very close quarters combat. Although not all races will, most races will forgo energy weapons once hand-to-hand combat has begun. Hand to hand combat is conducted the same as beam weapon combat with the appropriate skill's used. Although not as deadly as energy weapons, hand weapons are just as debilitating.

Remember that boarding actions are a game of skill full resource management. Do not give any one side a super weapon or other advanced weaponry that they would not normally have.

DAMAGE TO EQUIPMENT:

In an energy weapon shoot out aboard a ship, damage to nearby systems is often a result, damaging or disabling often critical internal system. For each turn that a shootout continues (3 phases), the location of the fight (i.e. Auxiliary Control) takes 1 point of starship damage. Roll on the appropriate damage table. Although many of the internal areas are crew quarters or other non-sensitive systems, locations such as the Bridge, Engineering, and other's will see significant damage. If stun weapons are used, only electrical systems may be overloaded. Hand to Hand combat will have no effect on such systems.

GROUP SIZE:

Group size plays a major role in the combat All ground forces and boarding parties start in groups for 7 to 30 persons. This number will fluctuate, usually down, as casualties are taken. Attack

ability will not change as the group gets smaller, although damage potential will.

Group size plays the key role in both objective and stealth. Large groups could easily defend a major hanger deck or engineering, but would be unable to fight or move quickly through a jeffries tube. Devices used to mask and hide life form readings only work on small groups (10 or less) but a small group would be hard pressed to capture a well defended area.

Group size is also important when figuring modifiers for To-Hit rolls. A small group would easily find partial cover for all it's members while a large group would leave many dangerously exposed. Larger groups can do more to damage a ship and actually retrieve casualties that a small attack group would need to leave behind.

In game terms, most units consist of 7 to 10 individuals in a squad, and 3 to 4 squads in a platoon. When ever possible, use the largest denotation of group size found on the various military flow charts for each race. Group attack as a whole and not individual parsons. The more in a group, the more damage that can be done.

If two groups loose over half their numbers, then can be joined to form a larger group.

GROUP TYPES:
Because not all forces involved in a battle are necessarily combat harden or trained troops, classes of groups are used to create skill scores and identify equipment used. These groups are Military, Non-Military, Marine, and Special Forces.

Military classification includes all starship personnel or base personnel who have any military training, including most space faring races. Military personnel have access to most equipment but not necessarily all and not necessarily at a moments notice. For further details, see the section on Other Equipment in the equipment section.

Non-Military personnel include all civilians than may take up arms in a conflict. Orion Raiders are

classified in this section, but will have less limits on equipment-for example. Most Non-Military personnel have very little access to beam weapons and even less access to specialized equipment. Non-Military personnel usually must use sheer weight of numbers to gain an upper hand.

Marines include all fast response and boarding parties. All major races have Marine troops capable of quick response. Marines have readily available equipment, including heavy weapons, explosives, space suits and other specialized equipment. Most marines are specially trained for boarding actions.

Special Forces are extremely well trained in numerous specialized skills used in capturing starships relatively in tact. They are used in covert or specialized assaults and are only occasionally seen in starship combat. Most Special Forces are capable of extracting specific computer files, equipment, or capturing a specific person for within a ship or base before being detected.

Many Special Forces personnel spend 5 or more years in training learning their craft. Special Forces are often able to secure and capture a starship with the crew on board. Special Forces troops have access to exotic weapons, equipment, and training that give them a significant advantage.

BOARDING ACTION TABLE

Number of attackers	Skill Score for Group (i.e. To-Hit Modern or To-Hit Hand to Hand)									
	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	90-100
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
4	0	1	1	2	2	2	3	3	4	4
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	4	4	5	5	6
7	1	1	2	3	4	4	5	6	6	7
8	1	2	2	3	4	5	6	6	7	8
9	1	2	3	4	5	5	6	7	8	9
10	1	2	3	4	5	6	7	8	9	10
11	1	2	3	4	6	7	8	9	10	11
12	1	2	4	5	6	7	8	10	11	12
13	1	3	4	5	7	8	9	10	12	13
14	1	3	4	6	7	8	10	11	13	14
15	2	3	5	6	8	9	11	12	14	15
16	2	3	5	6	8	10	11	13	14	16
17	2	3	5	7	9	10	12	14	15	17
18	2	4	5	7	9	11	13	14	16	18
19	2	4	6	8	10	11	13	15	17	19
20	2	4	6	8	10	12	14	16	18	20
21	2	4	6	8	11	13	15	17	19	21
22	2	4	7	9	11	13	15	18	20	22
23	2	5	7	9	12	14	16	19	21	23
24	2	5	7	10	12	14	17	19	22	24
25	2	5	8	10	13	15	18	20	23	25
26	2	5	8	10	13	16	18	21	24	26
27	2	5	8	11	14	16	19	22	25	27
28	3	6	8	11	14	17	19	23	26	28
29	3	6	9	12	15	17	20	24	27	29
30	3	6	9	12	15	18	21	24	28	30

RECORD SHEET

Commanding Officer: _____ Unit: _____

Rank: _____ Race: _____

Significant Skills   END: _____ DEX: _____   Equipment (Standard)

_____   _____   _____
_____   _____   _____
_____   _____   _____
_____   _____   _____

To-Hit, Modern: _____ To-Hit, HTH: _____

Company Numbers

Commander First Officer Medic

RECORD SHEET

Commanding Officer: _____ Unit: _____

Rank: _____ Race: _____

Significant Skills   END: _____ DEX: _____   Equipment (Standard)

_____   _____   _____
_____   _____   _____
_____   _____   _____
_____   _____   _____

To-Hit, Modern: _____ To-Hit, HTH: _____

Company Numbers

Commander First Officer Medic

RECORD SHEET

Commanding Officer: _____ Unit: _____

Rank: _____ Race: _____

Significant Skills   END: _____ DEX: _____   Equipment (Standard)

_____   _____   _____
_____   _____   _____
_____   _____   _____
_____   _____   _____

To-Hit, Modern: _____ To-Hit, HTH: _____

Company Numbers

Commander First Officer Medic