

Star Trek Tactical Combat Simulator
Historic Rules Module #1

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April 2002, V0.2

Discussion Draft

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1 Introduction

These rules are intended to expand the game when playing with historic ships. Some of these rules are required due to new equipment being introduced. Others are optional depending on player choice. There is also information on other features of the historic game that do not directly gameplay.

This is a discussion draft, any comments or ideas will be welcome, please mail me at vsc@spaceforce.org.uk

2 Target Engagement Limitations - Optional Rule

Ships equipped with J or K series computers (Monotronic) can only engage a single target per turn. Ships with L series computers (Duotronic) can only engage two targets per turn.

Targets can be engaged with multiple weapons.

This is intended to convey the more limited nature of earlier computer systems, and show a sensible evolution of capability as well as capacity.

3 Shield Systems - Required Rule

All historic shield systems are of a fractional ratio, they require either 2, 3 or 4 units of power for each point of shield power. Power must be allocated to give full points of shield power any odd power units left over (for example 21 points are allocated to 2:1 shields, the odd 1 point must be wasted).

These ratios fit the evolution of shields from the Polarised hull seen in Enterprise through to the shield generators in the FASA sourcebook.

4 Missile Weapons - Required Rule

A new class of missile weapon has been introduced, guided torpedoes. These are called FT, RT or KT. They are similar in effect and operation to photon torpedoes and accelerator cannons. They are limited in the respect that each launcher only has five reloads available, and that they are susceptible to being decoyed from their intended target.

These torpedoes are the nuclear tipped weapons of Trek History. Due to the weak powered lasers of this period these are the prime weapons of the ships.

5 Decoys - Optional Rule

As shields are relatively weak, and guided torpedoes relatively dumb, decoys have been introduced. All ships have an allocation of decoys; they are allocated on the basis of Ship Class/2 rounded up (for example a class 17 Ship has 9 decoys.)

Decoys can operate in one of two modes: Automatic or Manual. Automatic mode means the decoy launches automatically when a missile weapon is launched at the ship, the launch cannot be overridden. Manual mode means that the player decides to launch.

Automatic mode has a better chance of interception, but it may intercept missiles with little or now chance of scoring a hit. Manual mode has lower chance of interception but decoys are not wasted. Decoys can also be launched manually to defend another ship in an adjacent hex. Any damage caused by a failed interception is suffered by the ship launching the decoy, the targeted ship still suffers the damage the missile causes.

Intercepted means the incoming weapon is destroyed; Partial Intercept reduces damage by 50%; Failed Intercept means that full damage is sustained as the decoy failed. Additionally another roll must be made for failed intercepts to see if any further damage is sustained.

Interception/Decoying Table

Automatic Mode

Weapon Type	Roll Intercepted	Roll Partial Intercept	Roll Failed Intercept
Torpedoes (FT)	1-3	4-6	7-10
Accelerator Cannon	1-2	3-4	6-10
Photon Torpedoes	1	2	3-10
Plasma Weapon	1	2	3-10

Manual Mode

Weapon Type	Roll Intercepted	Roll Partial Intercept	Roll Failed Intercept
Torpedoes (FT)	1-2	3-5	6-10
Accelerator Cannon	1	2-3	4-10
Photon Torpedoes		1	2-10
Plasma Weapon		1	2-10

Failed Intercept Table

	Roll
Intercept Failed, no secondary damage	1-7
Intercept Failed, decoy launcher damaged for 2 turns	8
Intercept Failed, decoy launcher damaged for 2 turns and 1 SS point of damage is suffered by launching ship	9
Intercept Failed, decoy launcher destroyed and 1 SS point of damage is suffered by launching ship	10

The decoy rules compensate for the weakened shielding of the ships when compared to the power of some torpedoes. The poor performance against the fast moving photon torpedoes explains why these died out of use.

6 Laser Cannon Weapons - Required Rule

All the races use Laser Cannon weapons (FLC, KLC, RLC), these operate the same as Lasers, but they can only be fired once every two turns, as they require a turn to cool between firings.

These are intended as heavy artillery, they are limited by the inability to be fired in subsequent turns. This is why they stopped being used when conventional lasers reached similar performance levels.

7 Laser Cannon Weapons - Optional Rule

Laser Cannons can in an emergency be fired in two turns consecutively, but there is a major risk to the ship. If it is fired for a third round the die roll is subject to a + 5 modifier.

Laser Cannon Weapons Accident Table	Roll
Weapon Fires, no problems	1
Weapon Fires, but damaged for 10 turns	2
Weapon Fires, but damaged irreparably	3
Weapon Fails to Fire, but no damage	4-6
Weapon Fails to fire, but damaged for 10 turns	7-8
Weapon Fails to fire, but damaged irreparably	9
Weapon Fails to Fire, and explodes causing 5 SS points damage	10

This is because players always want to find a way around rules, this way the rule can be bent, but the price can be very high, and the chance of success is slim.

8 Electron Laser Weapons - Required Rule

Federation ships are equipped with these weapons (FEL), they are a more primitive form of laser, in the game they are played exactly the same way as conventional lasers.

FEL was born from the desire to make lasers of a respectable power level available to the UFP. They are far heavier than the later FL weapons.

9 Ground Targets - Optional Rule

Ships can be designed to attack ground targets. This must be declared during the construction process. These ships are designated as Fleet Monitors. They receive a -1 Modifier to their die roll when attacking ground targets, but take a +1 addition to their die roll when attacking other starships. Any other ship can attack ground targets with no modifiers applied.

This is to give a purpose to the existence of specialised Fleet Monitors, but also lay the ground work for a later project working on basic Marine Assault Rules.

10 Fusion Powered Warp Drive – Information Only

A number of the earlier ships have fusion powered warp drive. This only has an effect in campaigns involving transit from battle to battle, as the range of the ships is limited.

There is no effect on game play from this directly, but it means that Tankers can be seen to be far more important than in later periods, as a fusion powered fleet without refuelling facilities is in serious trouble..