

*This needs more work, but maybe gives an idea of how bridge stations will work in ship combat.*

## **Ship Combat**

Seven different “Battle Stations” must be controlled by characters during a starship combat.

- Medical
- Captain
- Science
- Engineering
- Communications
- Helm
- Fire Control

An enemy vessel is assumed to have similar stations of its own. However, most enemy vessels can be abstracted and use the basic ‘ship skill’ system.

During a combat turn, each ship will roll ability tests for the characters in charge of each station. If the test is successful, then that station produces an effect that contributes to the ship’s fighting power for the turn. These checks are made in the following sequence for each ship:

- 1) Roll for the medical officer (if the ship has taken 25 PPB of damage or more)
- 2) Roll for the captain.
- 3) Roll for engineering.
- 4) Roll for communications
- 5) Roll for helm
- 6) Roll for all fire from the ship’s weapons
- 7) Science officer checks for effect of screens vs all incoming fire.

## **Medical**

Roll for this first!

Once a ship takes 25 PPB or more of damage, then casualties start to occur.

The medical officer must help his team treat casualties. If this task is handled (Intellect roll made), then the ship continues to operate properly. If the roll is failed, then morale drops and chaos reigns: all other rolls for other characters are made with a penalty of -2.

## **Captain**

The captain's roll is made by rolling their charisma or less on 3D6. The captain may use a successful roll to do one of the following actions:

- Assist one other character (add +2 to the character's rolls this turn)
- Seize initiative (if enemy captain's roll is beaten by 5 points). This allows the vessel with the initiative to perform all fire first, before the enemy can act.

## **Engineer**

The engineer's Intellect roll can be used for one of the following effects:

- They can find 'free' energy to arm one weapon (beam bank or torpedo). Once only!
- One volley of torpedoes can be 'overloaded' to each do +10 damage.
- They can push the engines, allowing the ship a +1 to its evasion roll.
- The engineer can also command damage control parties and repair 5 PPB damage to the ship.

## **Communications**

The communications officer makes a contested roll against the communications officer upon the other ship. The successful communications officer may perform one of the following actions.

- Signal another vessel.
- Interfere with enemy sensors (penalise enemy by -1 to hit).
- Block enemy internal communications (prevents use of damage control parties and gives enemy medics, engineer and captain a -2 on their skill rolls next turn),

## **Helm**

The helm operator guides the ship. They elect to change the range. The helmsman also handles all rolls for escape and pursuit.

Alternatively, the helmsman may make evasive maneuvers. A successful Intellect roll penalizes enemy weapons fire by a -2 DRM.

## **Weapons**

All weapons are fired by the fire control officer.

Replace the "Ship Skill" with the combat skill of the fire control officer. Use the character's full skill rating for the shortest range band, reducing the number by one for each step further out, [as detailed in *Starships & Spacemen*, p. 49].

A fire control officer adds +2 to his roll [this is explained in the rules].

## **Science**

The science station handles deflector shields and protection against incoming attacks.

In addition to rolling the usual dice for deflector shields, the Science Officer may make a skill roll. On a successful roll, incoming damage that strikes the screens is reduced by a further 10%.

## **Checking for Casualties**

While we do not want player characters to be suddenly blown out into space, starship combat should be made dangerous and thrilling!

When the ship suffers 50 or more points of damage to its PPB in a single round, have each player character aboard the vessel make a saving throw. Any characters that fail their saving throw take 1D10 damage.

Charisma modifiers are added to the characters' saving rolls.

Any character that takes this damage is unable to man their station for the next 1D3 turns.

## **Destroyed Ships**

If the player characters' ship is 'destroyed' while in proximity to a planet, there is a chance for the shattered saucer to re-enter and crash land. The player characters all save to avoid injuries

in the crash. The injured characters are then lost on a weird alien world — trying to survive and trying to find a way to return back to civilization.