Starship Combat

The players may encounter other starships which may be hostile or friendly. If hostile, the two starships may choose to fight each other. Your USS Enterprise-D will level independently of your characters.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Character Level | XP | Strength | | Dexterity | | Constitution | | HP | AC | Fortitude | Reflex | Will |
| 1 | 0 | 15 | 2 | 16 | 3 | 18 | 4 | 500 | 19 | +2 | +3 | +0 |
| 2 | 10,000 | 15 | 2 | 16 | 3 | 19 | 4 | 1,000 | 19 | +2 | +3 | +0 |
| 3 | 20,000 | 16 | 3 | 17 | 3 | 19 | 4 | 1,500 | 20 | +3 | +3 | +1 |
| 4 | 35,000 | 16 | 3 | 18 | 4 | 19 | 4 | 2,000 | 20 | +3 | +3 | +1 |
| 5 | 50,000 | 16 | 3 | 18 | 4 | 20 | 5 | 2,500 | 20 | +4 | +4 | +1 |
| 6 | 80,000 | 17 | 3 | 18 | 4 | 20 | 5 | 3,000 | 21 | +4 | +4 | +2 |
| 7 | 100,000 | 17 | 3 | 19 | 4 | 20 | 5 | 4,000 | 21 | +4 | +5 | +2 |
| 8 | 135,000 | 17 | 3 | 19 | 4 | 21 | 5 | 5,000 | 21 | +5 | +5 | +2 |
| 9 | 150,000 | 18 | 4 | 20 | 5 | 21 | 5 | 7,000 | 22 | +5 | +5 | +2 |
| 10 | 200,000 | 19 | 4 | 20 | 5 | 22 | 6 | 10,000 | 22 | +5 | +6 | +2 |

The Enterprise crew can learn certain evasive maneuvers which will boost the Enterprise’s AC and/or reflex saving throw. Each evasive maneuver lasts one round and takes the place of an attack. The Enterprise has no limits on how many times it may use these maneuvers, however, the success rate within one battle will decrease as the enemy ship/ships learns of these patterns. These maneuvers are listed below.

* Level 2: Evasive Maneuver Pattern Beta Two
  + Adds +1 to AC.
    - First attempt: 100% success
    - Second attempt: 100% success
    - Third attempt: 90% success
    - All subsequent attempts: 80% success
* Level 4: Evasive Maneuver Pattern Beta Six
  + Adds +2 to AC.
    - First attempt: 90% success
    - Second attempt: 80% success
    - Third attempt: 60% success
    - All subsequent attempts: 40% success
  + Adds +1 reflex.
    - First attempt: 100% success
    - Second attempt: 90% success
    - Third attempt: 80% success
    - All subsequent attempts: 70% success
* Level 6: Evasive Maneuver Pattern Gamma
  + Adds +3 to AC.
    - First attempt: 90% success
    - Second attempt: 70% success
    - Third attempt: 50% success
    - All subsequent attempts: 30% success
  + Adds +2 to reflex
    - First attempt: 100% success
    - Second attempt: 80% success
    - Third attempt: 70% success
    - All subsequent attempts: 50% success
* Level 8: Evasive Maneuver Pattern Gamma Six
  + Adds +3 to AC
    - First attempt: 90% success
    - Second attempt: 70% success
    - Third attempt: 50% success
    - All subsequent attempts: 30% success
  + Adds +5 to reflex
    - First attempt: 90% success
    - Second attempt: 70% success
    - Third attempt: 50% success
    - All subsequent attempts: 30% success
* Level 10: Evasive Maneuver Pattern
  + Adds +5 to AC
    - First attempt: 100% success
    - Second attempt: 80% success
    - Third attempt: 60% success
    - All subsequent attempts: 40% success
  + Adds +5 to reflex
    - First attempt: 90% success
    - Second attempt: 70% success
    - Third attempt: 50% success
    - All subsequent attempts: 30% success

How combat works:

* When the Enterprise encounters a hostile starship or starships, each ship involved must roll for initiative. Whoever has the highest initiative goes first. All players control the ship and must come to a consensus of what to do each turn.
* On the Enterprise’s turn, she has the following options:
  + Use an evasive maneuver: The Enterprise may use any evasive maneuver available to her level. This will complete her turn.
  + Attack: The Enterprise may use her phasers or photon torpedoes to attack.
    - Phasers: The Enterprise has phaser emitters all around the ship so can attack another ship behind, in front, or beside her. Phasers use the ship’s strength stats. Use the following chart to calculate the damage.

|  |  |
| --- | --- |
| Level | Damage |
| 1 | 4d10 |
| 2 | 4d10 |
| 3 | 5d10 |
| 4 | 5d10 |
| 5 | 5d12 |
| 6 | 5d12 |
| 7 | 6d12 |
| 8 | 5d10/5d10 |
| 9 | 6d10/6d10 |
| 10 | 6d12/6d12 |

* + - Photon Torpedo: The Enterprise only has 250 photon torpedoes available before she must return to a starbase and buy new torpedoes. The Federation will resupply these torpedoes for free. Other organizations, such as the Ferengi, may choose to charge the Enterprise for these torpedoes, to be determined by that organization. The crew may be charged for these expenses, or the captain may take it upon himself to purchase these new torpedoes. The photon torpedoes fire out a certain number of torpedoes per fire, determined by dice rolls. Each torpedo will do the damage in the third column of the following chart.

|  |  |  |
| --- | --- | --- |
| Level | Number of Torpedoes | Damage |
| 1 | 1d10 | 2d10 |
| 2 | 1d12 | 2d10 |
| 3 | 2d8 | 3d8 |
| 4 | 2d10 | 3d10 |
| 5 | 2d12 | 4d6 |
| 6 | 3d8 | 4d8 |
| 7 | 3d12 | 4d12 |
| 8 | 4d8 | 5d8 |
| 9 | 4d8 | 5d12 |
| 10 | 4d12 | 6d8 |

* + Flee: If the USS Enterprise is in danger, she may choose to flee. She must take one full round to activate her warp drives before she can flee.