

# Personal Combat and Role-playing

## Terminology

*Saving Roll:* A percentage roll against an attribute. If the roll is < the attribute rating, success!

*Skill Roll:* A percentage roll against a skill. If the roll is less than the skill rating, success!

*Exception:* If the skill rating is less than 10, roll a d10 instead. If the d10 is greater than the skill rating, something goes wrong!

*Opportunity Action:* In personal interactions (e.g., combat, stealth), actions taken on other characters' turns.

*Maximum operating endurance (MAX OP END):* Endurance less wound damage. If <20, you're incapacitated. If <5, you're unconscious.

*Current operating endurance (CURR OP END):* Endurance less wound and temporary damage. If <20, you're incapacitated. If <5, you're unconscious.

*Wound damage:* Examples include damage from bruises, cuts, other physical trauma, disease, and poison.

*Temporary damage:* Examples include damage from exhaustion, stun damage, and the effects of drugs. After performing strenuous activity, make a saving roll v. MAX OP END. If you fail, take 5 temporary damage.

## Character Creation

### Abilities

*Strength (STR):* Physical power

*Endurance (END):* Resistance/reaction to damage, fatigue, and other abuse/neglect.

*Intellect (INT):* Mental processing potential.

*Dexterity (DEX):* Agility, aim, balance, etc.

*Charisma (CHA):* Personal magnetism.

*Luck (LUC):* Used as a last-ditch effort to avoid a mess.

*Psionic Potential (PSI):* Potential power to use mental abilities such as telepathy, telekinesis, etc.

### Skills

You have 30 points to spend on any skills that have no skill points in them. I suggest assigning them in blocks of 10 points.

## Combat

### Notes

- Facing matters!
- If a single character makes multiple opportunity actions, the character interrupted must be given the chance to take at least one action between each opportunity action.
- You may call your shot (-15 penalty).
- *Hit:* Your attack roll is <= the target To-Hit number
- *Graze:* Your attack roll is <= the target To-Hit number + 10

### Action Points Table

#### Position Change

- Turn in place 1\*
- Stand to sit or sit to stand 1
- Stand to kneel or kneel to stand 1\*
- Kneel to prone or kneel to prone 1\*

#### Movement

- Move 1 square sideways or up/down 1
- Move 1 square diagonally 1.5
- Evade 1 square sideways or up/down 2
- Evade 1 square diagonally (-30 to atk) 3
- Crawl 1 square sideways or up/down 2
- Crawl one square diagonally 3
- Run for full turn (-15 to attack; fatigue) ½ AP
- Climb stairs or ladder 2x AP
- Climb rope 3xAP
- Swim 2xAP

#### Equipment and Weapon Use

- Short communication 1\*
- Draw and ready device 2
- Operate familiar device 2\*
- Draw and ready weapon 2
- Aim weapon (+25 to hit) 2
- Quick-draw and fire (-25 to hit) 3\*
- Fire ready weapon 1\*
- Throw ready weapon 1\*
- Adjust weapon settings 2
- Reload weapon 2

#### Combat and Emergency Evasion

- Attack minimum of 3\*
- Parry/defend minimum of 2\*
- Dodge minimum of 3\*
- Duck thrown weapon/object 2\*
- Hide in same square 1\*
- Hide in adjacent square 4\*
- Roll sideways 2\*
- Drop suddenly 1\*
- Dive to prone (-10 to be hit) 2\*
- Dive roll 4\*
- Flying tackle minimum of 4

## Judging Combat

### Sequence

1. Determine To-Hit value: [DEX + Skill Rating]/2.
2. Add modifiers for range, size (-15 for small, +15 for large, and -15 for a called shot), position (-5 if kneeling, crouching, or sitting; -10 if prone or crawling), concealment (-15 if 2/3 concealed; -30 if totally concealed), movement (-30 if evading, -15 if running)

### Special Cases

- Move: If you spend more than 1/2 your AP to move across difficult terrain, you must make a MAX OP END save or take 5 points of temporary damage.

- Evade: If you spend all of your AP to evade, you must make a MAX OP END save with a -20 penalty or take 5 points of temporary damage.
- Run: If you run in two consecutive turns, you must make a MAX OP END save or take 5 points of temporary damage.
- Swim: If you spend all of your AP to swim, you must make a MAX OP END save or take 5 points of temporary damage.
- Parry: On a successful DEX save, no damage taken.
- For psionic attacks, use Game Operations Manual, page 36.

Unconsciousness: Lasts 2D10+10 minutes.

## Starship Combat

### Combat Turn

#### Tactical Advantage Phase

The captain with the highest Starship Combat Strategy/Tactics has the tactical advantage, allowing the captain's ship to declare movement and targeting last.

#### Power Allocation Phase

1. Captain issues orders for which weapons to arm, which shields to energize, and where to move.
2. Chief Engineer allocates the total power units currently available to the engines, shields, and weapons.
3. Helmsman calculates the available movement points and allocates power units to each weapon armed.
4. Navigator determines the number of points given to each shield.

#### Skill Roll Phase

1. The bridge officers make the appropriate skill rolls as indicated on their control panels. In most cases, the bridge officers must make a choice during this phase as to which roll
2. Once per turn, the Science Officer makes a *Starship Sensors* skill roll to obtain a sensor lock on a single target. If obtained, the Science officer receives 1d10/2 (rounding up) answers to sensor

questions, asking one or two questions at the beginning of each movement phase.

#### Movement Phase

1. The ship with the greatest movement in the phase asks questions (if it has a sensor lock), moves, and, if applicable, assesses stress damage. Stress damage can be minimized by a successful skill roll by the Helmsman against Starship Helm Operation.
2. The other ships perform the same actions in reverse order of movement points available.

#### Firing Phase

1. If a Helmsman chooses to fire, and if sensors are operational, the Helmsman may declare a target. The ship with Tactical Advantage declares last.
2. Weapon Firing Sequence
  - a. Helmsman determines range to target and the hex side that will be hit.
  - b. Note: Once per phase, the captain of a targeted ship may declare evasive action to either port or starboard against a missile weapon. The ship takes 1 point of superstructure damage, and on a d10 roll of 1-3, the missile hits the new shield facing the weapon and takes only half damage.
  - c. Helmsman rolls one die, adds die modifiers (if any), and compares the result to the appropriate firing chart.

- d. On a hit, Helmsman calculates total damage.
3. Damage Sequence
- If the damage penetrates the ship's appropriate shield (if any), the target ship's Science Officer rolls one die and compares it to the damage table to determine the location of the hit.
  - The Science Officer adds the damage control bonus (if any) to the roll.
  - The appropriate officer records the damage on the appropriate display panel.

Continuing the Game

The Movement and Firing Phases are repeated until there were a total of three (3) phases have passed. Then, the turn is over, and a new turn begins with the Power Allocation Phase. If a ship's Captain has been incapacitated during a prior phase, instead start with the Tactical Advantage phase, as the results may differ.

<b>Movement with Three Movement/Firing Phases</b>			
<b>Points Available</b>	<b>Movement Points Used</b>		
	Phase 1	Phase 2	Phase 3
<b>1</b>	0	1	0
<b>2</b>	1	0	1
<b>3</b>	1	1	1
<b>4</b>	1	2	1
<b>5</b>	2	1	2
<b>6</b>	2	2	2
<b>7</b>	2	3	2
<b>8</b>	3	2	3
<b>9</b>	3	3	3
<b>10</b>	3	4	3
<b>11</b>	4	3	4
<b>12</b>	4	4	4
<b>13</b>	4	5	4
<b>14</b>	5	4	5
<b>15</b>	5	5	5
<b>16</b>	5	6	5
<b>17</b>	6	5	6
<b>18</b>	6	6	6
<b>19</b>	6	7	6
<b>20</b>	7	6	7