Star Trek Tactical Combat Simulator

Historic Rules Module #2:
Ground Assault & Boarding Parties

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Discussion Draft

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1 Introduction

These rules are intended to expand the game when playing with historic ships, and also will be applicable to newer ships.

This was originally put together and tested about ten years ago. I have updated it slightly by adding in the details about attacking ground targets that I devised when compiling the Historic Ship Rules. This is of course a discussion draft, any comments or ideas will be welcome, please mail me at vintage.starships@ntlworld.com

2 Ground Targets

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 the specialised Fleet Monitors that are in the Starfleet Museum..

3 Ground Installations

Ground Installations are built as static starships. They are constructed in exactly the same way, except of course they cannot move. However they are constructed in the same way as a conventional ship with an MPR, only it serves no purpose in the game. Installations would not normally have an Anti Matter generator (when available), unless they were located on an otherwise uninhabited planet as the risks would be too great.

Ground Installations have a D and WDF just the same as starships. They have the obvious disadvantage of not being able to evade shots. A ground installation will be located on one hex edge of either a moon or planet counter. Any attacking Starship must use only the weapons in the firing arc(s) that the installation falls into.

Firing Arcs for Installations are purposefully simple, they basically can only fire on the F arc, which is intended to reflect the direction of fire straight up into space.

Installations can have multiple impulse (fusion) generators to create their power, as there is no warp field to interfere with. The limit will be set at three power generators per installation. Additionally the rules governing class size suitability for impulse engines will also still apply, as will all other usual rules that apply to Starship construction.

The reason for using normal components for the installations was to ensure that things didn't get over complicated.

Damage Chart for Ground Installations

1 Shield Generator
2 Beam Weapon
3 Missile Weapon
4 Impulse Generator
5 Antimatter Generator (if Fitted) else Superstructure
6 Engineering Centre/2C or Marine Base (Roll Again Odds for Engineering, Even for barracks)
7 Superstructure/C
8 Superstructure/2C
9 Sensors
10 Command/2C

Engineering Damage Table

1 Shield Power Grid Down
2 Shield Power Grid Down
3 Shield Power Grid Down
4 Shield Power Grid Down
5 Weapon Power Grid Down
6 Weapon Power Grid Down
7 Weapon Power Grid Down
8 Weapon Power Grid Down
9 All Power Grids Down
10 All Power Grids Down

Barracks Damage Table

1 No Marine Casualties
2 1% Marine Casualties
3 5% Marine Casualties
4 5% Marine Casualties
5 10% Marine Casualties
6 15% Marine Casualties
7 20% Marine Casualties
8 Command Facility Destroyed
9 Armoury Destroyed
10 Vehicle Park Destroyed

This is to give a purpose to the existence of specialised Fleet Monitors, and to fill a gap in the rules.

4 Shields & Transporters

Assault missions can only be carried out when the shields (or a shield) is down on the target vessel or Station. Troops can only be deployed into a ground installation when again it has a gap in its shields, but they can be deployed to the planet surface to await the shield being dropped.

Troops can only be beamed from a ship when it lowers the shield between it and the target. The Target must be within 16 hexes of the ship the transport is from*.

Pre-TOS ships should be limited to 4 hexes, TOS to 8, Movie era to 12 and TNG to 16.

For targets within 4 hexes each transport operation requires 1 power point for each personnel transporter or cargo transporter used and 2 power points for each combat or emergency transport used. For targets between 5-8 hexes the power requirement is doubled, between 9-12 is trebled and within 13-16 quadrupled.

The number of troops that can be beamed down cannot exceed the total transporter capacity. Each transporters can be used only once per turn.

This is to make assaults a risky venture for the ship they originate from, and to stop assault teams appearing on ships with full shields. It also adds a price in power terms for transporter operations.

5 Shuttles and Assault Pods

Assault missions can also be carried out using shuttles or assault pods. Again the shields (or a shield) must be down on the target vessel, Station or ground installation. They can be deployed to the planet surface to await the shield being dropped.

Launching a shuttle does not require any power on the part of the mother ship.

Shuttles can leave a shielded vessel without the shields having to be dropped, but they are a vulnerable target.

Shuttles require a secured docking port or landing bay to unload at on a ship or station, but they can land to disembark troops at ground installations.

Assault pods are larger than shuttles (and can only be carried aboard more specialised vessels) and have special docking collars with cutting lasers to cut through the hull of an enemy vessel or station. They can also be used against buildings.

Unless otherwise stated all shuttles should be treated as having 1 SS point and a shield that can protect against a single hit. Shuttles are capable of moving 4 hexes in a turn. A standard shuttle can carry 10 marines, a heavy shuttle can carry 15.

Firing charts should be modified when firing against a shuttle with -3 modifier.

Unless otherwise stated all Assault pods should be treated as having 1 SS point and a shield that can protect against a two hits. Assault pods are capable of moving 3 hexes in a turn. An assault pod can carry 20 marines.

Firing charts should be modified when firing against an assault pod with -2 modifier.

This is to make shuttle craft assault a viable prospect, and to produce a method to board ships that don't want to be boarded. Assault pod like ships have been seen in Babylon 5 and Romulan ones were featured in the Debt of Honour Graphic Novel). Giving the shuttles 1 or 2 use shields is designed to demonstrate the fact that shuttles are so small it is very easy to miss!

6 Combat Missions

All combat missions are rated as having a base success chance of 5, i.e. a roll of 5 on a d10 means the mission is successful. Combat Missions can fall into one of a number of categories:

1   Sabotage
Temporarily disable an enemy ship's system (for example a shield generator).
2   Demolition
Destroy an enemy system (for example an armoury in a ground installation) or disable an enemy vessel by destroying vital systems.
3   Snatch
Covertly capture an enemy officer (etc) or an enemy device (e.g. cloaking device).
4   Recover
Recover a Friendly officer (etc) or friendly equipment from hostile territory when they are not in enemy hands.
5   Rescue
Rescue a Friendly officer (etc) or friendly equipment from hostile territory when they have been captured.
6   Reconnaissance
Gather intelligence on enemy positions, or the layout of an installation.
7   Assault/Capture
Full scale assault intended to capture an enemy installation.
8   Assault/Destroy

Full scale assault intended to destroy an installation

9   Assassination

Covert operation against one or a group of individuals (Starfleet does not normally do this)

There are also an additional two mission types, one is **Defence**, and the other is **Withdrawal** after a mission is completed or failed. The Defence mission is carried out automatically either by embarked marines or the crew when a ship or installation is assaulted

The different mission types have different modifiers that are applied to the die roll. The defender always has the 0 modifier as defence is the least risky mission (usually).

	Mission Objective		**Modifier to success chance**
1	Defence		+0
2	Sabotage		-2 (Maximum Squad size = 4)
3	Demolition		-1
4	Snatch –	Personnel	-2
5		Equipment	-2
6	Recover –	Personnel	-1
7		Equipment	-1
8	Rescue	Personnel	-2
9		Equipment	-2
10	Reconnaissance		-1
11	Assault/Capture		-3
12	Assault/Destroy		-3
13	Assassination		-2
14	Withdrawal after success		+2
15	Withdrawal after failure		-2

In our example The USS Chandley is going to beam 40 marines into an Orion outpost to attempt to capture it.

The Mission success chance is 5, with a -3 modifier for the attackers, making a chance of just 2.

The Defenders have no modifier applied, meaning that a successful defence has a chance of 5..

This is to make different mission types riskier.

7 Location Types

There are also a number of different target types, and these too have varying modifiers to the die roll to reflect the difficulty that they represent.

Mission	**Modifier to Die Roll**

1 Friendly Vessel/Station/ Installation   +1
2 Captured/Neutral Vessel/Station/ Installation   0
3 Enemy Vessel/Station/ Installation   -1

> The USS Chandley's marines are up against it, as a further -1 modifier is applied as they are boarding an enemy installation, and the Orion defenders get a +1 modifier as they are fighting on their own turf.
>
> The Mission success chance was 2 and is now down to 1 for the attackers.
>
> The Defenders have a +1 modifier applied giving a success chance of 6.

This means that attackers or defenders in a ship (etc) that has been captured fight on level terms, and that defenders aboard their own vessel get a bonus for fighting in familiar territory.

8 Forces Types & Numbers

There are also a number of different types of forces, and these too have varying modifiers

1 Inexperienced Crew   -2
2 Inexperienced Marines/Experienced Crew   -1
3 Experienced Marines/Veteran Crew   0
4 Veteran Marines/Legendary Crew   +1
5 Legendary Marines   +2
6 Elite Marines: Starfleet Commandos,
   Klingon Imperial Guard.
   Romulan Praetorian Guard (etc)   +3

> The USS Chandley's crew finally gains a break as they are veterans, and their opponents are an inexperienced crew.
>
> The Mission success chance was 1, but a +2 modifier for the attackers is now applied, making 3
>
> The Defenders have a -2 modifier applied, making a success chance of 4

The Numbers of troops involved also makes a difference, the side with most troops committed gets a +1 modifier if the advantage is 2:1 or less, or +2 if the advantage is more than 2:1.

> The 40 marines from the Chandley are facing 20 Orions, or 40% of the crew of the installation.
>
> The Mission success chance was 3, but a +1 modifier for the attackers is now applied, making 4

The Defenders have no further modifiers applied, making a success
chance of 4

This means that the quality of troops can be as important as the quantity.

9 Other Modifiers

Other modifiers also apply to these operations.

Covert (surprise) operations have a +1 bonus for the attackerer for the first
round of combat only..

Ground Installations - defenders take a -1 penalty for each of the Marine
Facilities (Armoury, Vehicle Park or Command Centre that has been
destroyed).

Defenders take a – 1 penalty if the sensors are down.

The wearing of breathing apparatus gives a -1 penalty, however if
personnel are wearing these they cannot be affected by intruder control
measures.

The wearing of an environment suit gives a -2 penalty. However personnel
wearing these cannot be affected by intruder control measures, and will
survive if a ship suffers a hull breach..

In Our example the sensors are inoperative. This gives further modifiers of
+1 to the attackers.

The Mission success chance was 4, but a +1 modifier for the attackers is
now applied, making 5

The Defenders have no further modifiers, making a success chance of 4

**All missions are based on a base difficulty of 5 out of 10. The attacker
rolls first, if he rolls (in this example) 1-5 the mission might be
successful depending on the resistance encountered. If the attacker
rolls 6-10 the attack fails.**

**If the defender rolls 1-4 a successful attack would be repulsed, but
the attacker can try again in the next turn.**

**In the next turn, the attack is unsuccessful, (in this example the
attacker rolled 7), and the defender rolled 1-4 the attackers would be
routed and could not attack again.**

If the defender rolled 5-10 and the attack had succeeded the defence failed and the attackers achieved their objective.

This gives an incentive to use logical tactics, i.e. to disable a ship before boarding either by Starship Weapons or use of Commandos.

10 Repelling Boarders

If a ship is carrying Marines they will provide the defence, otherwise the crew must. When the marines are deployed in defence Damage Control slows by 50% as the crew must be more aware of their actions.

When no marines are carried 20% of a ships crew will be mobilised and they will attempt to repel boarders. If the defender wishes to deploy any more of their crew in defence of the ship they can deploy up to 80% of the crew with the following provisions:

Percentage of Crew Deployed In Defensive operations:	Cumulative Effect on Ship Operations:
Marines Only	Damage Control Slowed 50%
20%	Damage Control slowed 50%
40%	All Damage Control stops
60%	+ Ship cannot fire weapons
80%	+ Ship cannot manoeuvre (if applicable)

As the Orion's commited 40% of their crew to repelling boarders, all damage control work in the installation would stop.

This is to ensure that a ship that is repelling boarders is less effective in combat.

11 Intruder Control Measures

All starfaring races fit intruder control measures to their ships. In larger vessels these can be controlled in three places: Bridge, Auxiliary Control/Battle Bridge and the emergency security override (which is normally hidden).

If the intruder control device is activated, all humanoid personnel not wearing environmental suits or breathing apparatus (both attackers and defenders), except those in the room where the control is located, are rendered unconscious for 2 turns.

As the Orions lack breathing apparatus, the Intruder control measures are not activated.

12 Turn Sequence

The turn sequence is as normal. Any transport of troops or launch of shuttles will occur during a movement phase.

Shuttle launched troops can enter combat in the combat phase after the movement phase when the shuttle has successfully docked or landed.

Troops deployed using the transporters will enter combat in the next combat phase following transport.

13 Damage Consequences

Any items damaged in a Marine assault can be repaired through damage control, in the same way that damage caused in a ship-ship engagement would be. However the number of crew deployed to repel boarders may limit this.

Master Modifier Table

Mission Type	Success Chance Modifier
Defence	0
Sabotage	-2
Demolition	-1
Snatch – Personnel	-2
Snatch - Equipment	-2
Recover – Personnel	-1
Recover - Equipment	-1
Rescue - Personnel	-2
Rescue - Equipment	-2
Reconnaissance	-1
Assault/Capture	-3
Assault/Destroy	-3
Assassination	-2
Withdrawal after success	+2
Withdrawal after failure	-2
Location Type	**Success Chance Modifier**
Friendly Ship/Station/ Installation	+1
Captured/Neutral Vessel/Station/ Installation	-1
Enemy Vessel/Station/ Installation	-1
Crew Type	**Success Chance Modifier**
Inexperienced Crew	-2
Inexperienced Marines/Experienced Crew	-1
Experienced Marines/Veteran Crew	0
Veteran Marines/Legendary Crew	+1
Legendary Marines	+2
Elite unit	+3
Troop Numbers	Modifier
Most troops (2:1)	+1
Most troops (>2:1)	+2
Other Modifiers	**Success Chance Modifier**
Covert operation	+1 (attacker) – 1st turn only
Loss of Marine Facilities	-1 for each (Defenders)
Sensors Down	-1 for Defenders
Breathing Apparatus	-1
Environment Suit	-2