SYSTEM

LEVEL 4 ACCESS GRANTED

A STAR TREK EXPANSION FOR THE 'A SKY FULL OF SHIPS' COMBAT SYSTEM

A Sky Full of Trek

Introduction

Welcome to 'A Sky Full of Trek', a fan designed rules expansion for the 'A Sky Full of Ships' sci fi fleet combat system. This book provides a small number of new rules designed to make the combat system more identifiably located within the Star Trek universe.

The rules found in this expansion have been tested for game balance, and as far as we can tell are completely compatible with all existing ASFoS rules. Feel free to use them all, or pick out only those you like best.

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Star Trek Shields

The Electronic Defenses of Star Trek are significantly different from those of ASFoS. Everyone who knows Star Trek, knows what – "*the shields are at 20% captain*" - means for a ship. In ASFoS shields do not have a trackable life expectancy, they are either up or down. For Star Trek we propose the following optional shield rule.

Shields are purchased during the Ship Construction phase exactly the same as in the official rules (20% of basic cost each). However, since Star Trek ships depend on their shields more than most ships, maximum shield levels are usually taken.

The Defense Factor of Star Trek ships is **not** calculated in the same way as for ships in the official rules. The DF is not equal to the shield strength plus the hull strength, but is equal to the shield strength alone. So that a ship with 5 levels of shields has a Defense Factor of 5. However, a ship that modifies its basic hull strength has this modification reflected in its final DF. For example, a Klingon BoP with 4 levels of shields and a weak hull ends up with a DF of 3. Star Trek shields give ships something other electronic defenses don't have, a '**Shields**' row on the ship display.

This **shields row** on the ship display is the same size as the weapons and/or hull boxes rows regardless of how strong the shields are. So the effectiveness of Star Trek shields depends on two things, how strong they are (how many levels have been paid for during construction) and how big the ship is. The bigger the ship, the more shield boxes are available. Since most warships will have the same level of shields (maximum), the more powerful shields of the bigger warships are represented by their bigger shield rows.

Combat using Star Trek shields is almost the same as in the regular rules, the only difference is how damage is allocated. The enemy's attack factors remain the same, and the attack/defense ratio is calculated normally, but the shields intercept much of the damage that would have otherwise been marked off against the weapon and hull boxes. One half of all weapon and one half of all hull damage (rounded up) is instead marked against the shields row. When all the shield boxes have been marked off, the shields are considered 'down' and the ship's defense factor becomes that of its basic hull strength (similar to Critical Hit #5 - electronic defenses).

For example, a ship receiving 3 weapon hits and 4 hull hits would mark them off like this - 4 shield hits, 1 weapon hit, 2 hull hits. Trying to mathematically figure out the various hits during playtesting was a pain and so we developed a mechanical method instead. For both weapon and hull hits, begin by marking off a shield hit and then alternate until all hits are allocated. In the above example we would mark - 1 shield hit, 1 weapon hit, 1 shield hit, then 1 shield hit, 1 hull hit, 1 shield hit, 1 hull hit. This system requires very little thought to work.

We do not allow shield repairs during a game as all the rolls for every damaged shield would slow the game down considerably. However there is one exception. Since having all the boxes in the shields row marked off has much the same effect as an ED critical, we treat it in the same way. If you have lost all the boxes in the shields row you may roll during the Damage Control phase to repair **one** box. Success gives you back one shield box. This might not seem like a lot, but it has the effect of restoring your original Defense Factor.

Proximity Fire

A tactic available only to certain weapons such as phasers, disrupters and photon torpedoes, Proximity Fire trades damage potential for greater odds of hitting. Proximity Fire represents setting torpedoes to explode upon approaching the target (turning near misses into weak hits) or sweeping the phasers in wide arcs hoping to at least clip the target. In each case the damage would be significantly reduced, but in some situations it's better than nothing.

Proximity Fire must be declared when used, before the dice are rolled. The calculated Attacker to Target Ratio column is shifted four columns to the left and the dice receive a +2 modifier. For example, a ship with an attack factor of 18 fires on a target with a defense factor of 3. This puts them on the 6 to 1 column of the Attacker to Target Ratio chart. If they choose Proximity Fire, this shifts left four columns to the 2 to 1 column and each die gets the +2 modifier. EACH roll on the combat chart receives this shift. If an attacker has a 12 to 1 attack, he doesn't roll for an 8 to 1 (12 - 4), he rolls two 2 to 1 attacks (6 to 1 shifted 4 columns, twice).

Since Photon Torpedoes must roll to hit first, the +2 modifier is used on the 'to hit' roll instead. If they hit using Proximity Fire they shift left four columns the same as Phasers, but do not receive the +2 modifier on the dice since they've already used it.

This represents the ease of getting a near miss or glancing hit and the reduced damage that would result.

When would you use Proximity Fire? When firing at ships that you believe you have little or no chance of hitting, such as agile escorts at long range, or ships you failed to lock-on, such as cloaked ships. To fire at ships without lock-on we need a new modifier. Since there must be some chance of hitting, or there wouldn't much reason for the rule, a -5 seems to be the best choice. All other modifiers are still used as well.

Primaries Vs Ordinance

Since Star Trek ships don't seem to have anything that could be considered secondary batteries, but instead use their primaries to fire at small targets, we need to represent this somehow in the rules. A simple change makes this possible. Primaries may fire at fighters and missiles with a -2 modifier. Since spotting and targeting such small targets would be difficult at a distance, we only allow such fire at close range (12 inches). You should decide whether to include Special Weapons in this rule.

Retrograde Movement

Since Star Trek ships have often been shown moving backwards, backward movement is now allowed.

Transporters

Transporters are used to transport Boarding Parties (marines) from one ship to another. The target ship must be within 6 inches at the end of movement, and their shields must be down.

One third of a ship's marines may be transported per turn, rounded off, minimum of one (the same as for launching fighters). You may also recover marines in the same fashion.

Transporters are used in the same phase as boarding actions. When a marine or crew unit is transported to an enemy ship they must be marked off their mother ship. Once they have been transported a boarding action ensues.

As an alternate rule, the range of transporters is determined by tech. Transporter range is equal to Tech Level in inches.

Tractor Beams

A ship has the same number of Tractor Beams as they have Crew Units (by co-incidence). As hull boxes are marked off due to damage and crew units are lost, so are tractor beams. Tractor beams are used during the Special Weapons combat phase and have a maximum range of 12".

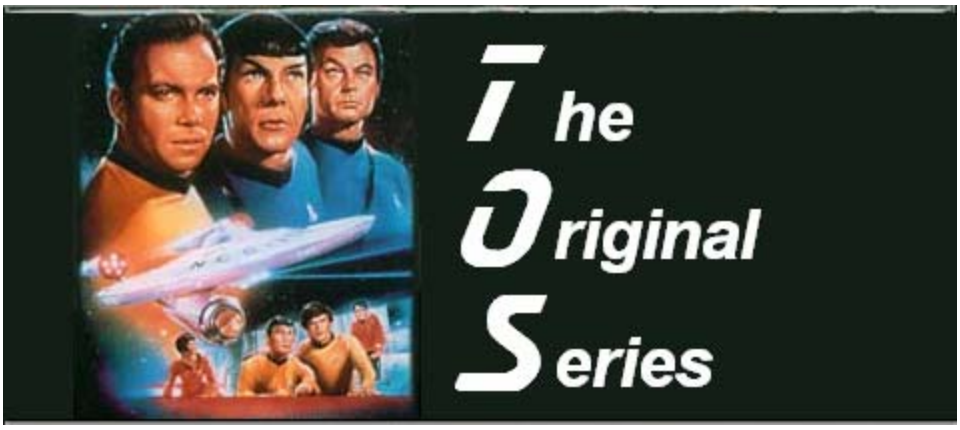
Tractor beams may be used against your opponent's ships, fighter flights, missiles, or missile packs. The number of targets permitted is equal to the number of tractor beams used.

To use them, compare the ship's mass to that of all its targets. Then refer to the column on the combat chart that corresponds with the ratio of these masses. For example, if a 12 mass ship uses two tractor beams on two 3 mass ships (one each) then the 2:1 column would be used. A die roll is made and the corresponding number in the appropriate column indicates how successful the tractor beam was. If in this example a 5 was rolled, the tractor beam has managed to engage the targets with a strength of 2 (the result). This strength can then be used to immediately pull **each** target closer or push it further away a number of inches equal to this result. Every target is affected by this result, although some may be pulled while others pushed. Each fighter flight, missile or missile pack is treated as if it had a mass of 1.

Tractor beams may also be used to "alter" the target's plot. In this way the tractor beam can almost be treated as another engine moving the target ship. In our example, the 12 mass ship's tractor beam has a strength of 2, which he decides to use to slow the enemy ships down by 2". His opponent writes this down on his plot and it takes effect next turn.

The minus for firing on higher tech is used when rolling on the combat chart, also (as in scanning) a plus is given when firing on a lower tech ship.

You may not cause collisions by using tractor beams.



“To Boldly Go Where No Man Has Gone Before”

"The Starships of the Federation are the physical, tangible manifestations of Humanity’s stubborn insistence that life does indeed mean something."

Spock to Leonard McCoy in "Final Frontier"

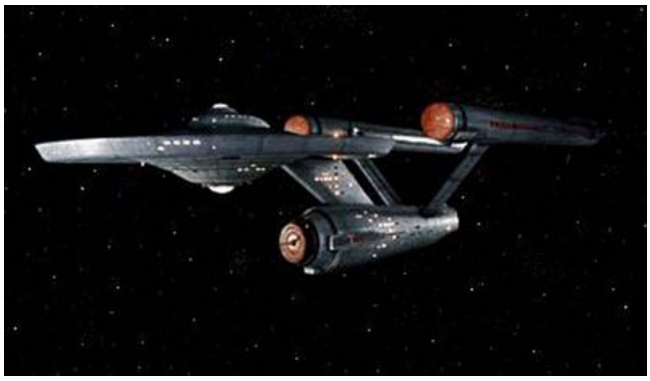
“Diplomats! The best diplomat I know is a fully activated phaserbank.”

Scotty in "A Taste of Armageddon"

Acknowledgements to Daystrom Institute Technical Library (www.ditl.org)
for many of the statistics and portions of the overviews used in the next two sections.

Constitution

Class : Heavy Cruiser
Mass : 600,000 metric tons



Length : 289 m
Width : 127 m
Height : 73 m
Decks : 21

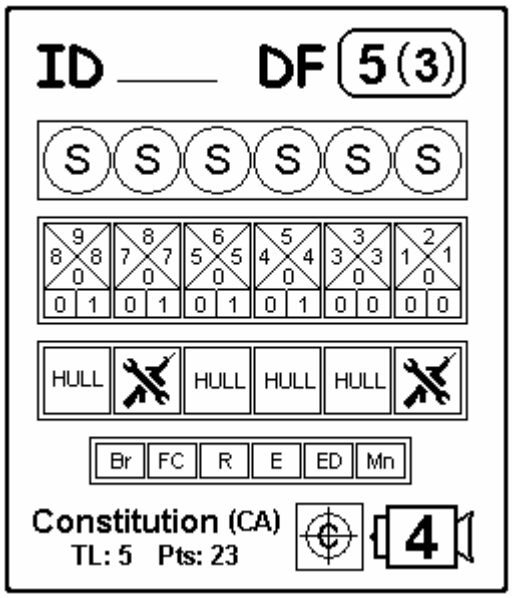
Crew : 433

Engine Rating
Left Nacell : 2,100 ThrustTons
Right Nacell : 2,100 ThrustTons

Shield Rating : 594,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
Class II Photon Torpedo Tube	Forward	10 MegaTons	360,000 km
2 Class VI Phaser Banks	Forward	9,000 TerraWatts	360,000 km
2 Class VI Phaser Banks	Starboard	8,000 TerraWatts	360,000 km
2 Class VI Phaser Banks	Port	8,000 TerraWatts	360,000 km

Fighters : none

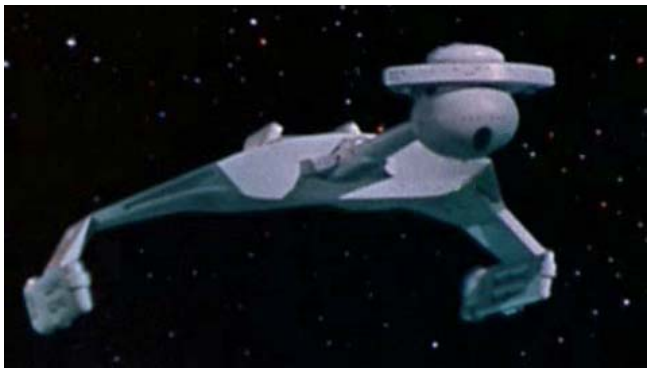


Overview

Perhaps the most famous class of vessel in Starfleet history, the Constitution class was a legend in its own time. When launched, the USS Constitution set a new standard of excellence in almost every applicable field - she was simultaneously the fastest ship, most advanced exploration platform and most powerful combat vessel in known space. Quickly following the Constellation in 2245 was the USS Enterprise, NCC-1701, which was to become the most famous vessel in Federation history. During her years of service the Enterprise explored countless new worlds, made first contact with many new species, and served as a mighty deterrent to both the Klingon and Romulan Empires.

Klingon D7

Class : Heavy Cruiser
Mass : 470,000 metric tons



Length : 228 m
Width : 160 m
Height : 60 m
Decks : 18

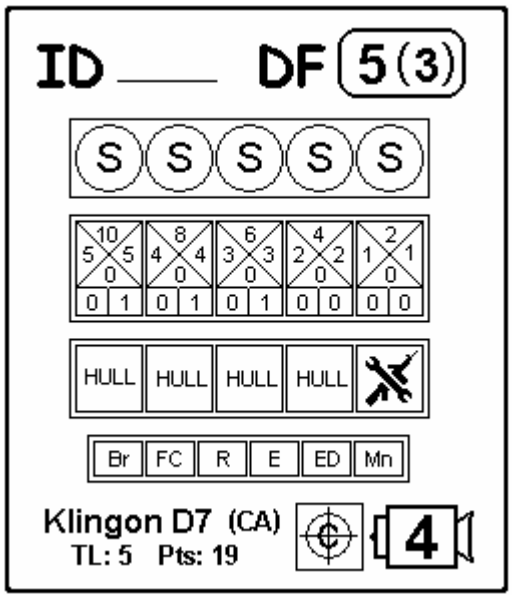
Crew : 480

Engine Rating
Left Nacell : 1,900 ThrustTons
Right Nacell : 1,900 ThrustTons

Shield Rating : 540,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
1 Photon Torpedo Tube	Forward	10 MegaTons	360,000 km
2 Mark 7 Disruptor Cannons	Forward	10,000 TerraWatts	360,000 km
1 Mark 7 Disruptor Cannon	Starboard	5,000 TerraWatts	360,000 km
1 Mark 7 Disruptor Cannon	Port	5,000 TerraWatts	360,000 km

Fighters : none

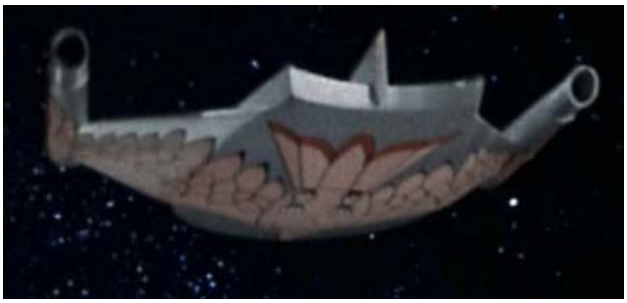


Overview

The D-7 set the standard for all Klingon designs up until the present day. The bulk of the ship's volume is in the large engineering hull attached to the two nacelles, with a small bridge section mounted on the end of a long 'neck' section that projects forwards. The weapons of the original D7 design comprised of four Disruptor Cannons in the bridge section, and one photon torpedo tube. Refits and upgrades kept the original D7 an effective combat vessel throughout most of its long service life.

Romulan Bird of Prey

Class : Stealth Cruiser
Mass : 300,000 metric tons



Length : 192 m
Width : 180 m
Height : 51 m
Decks : 5

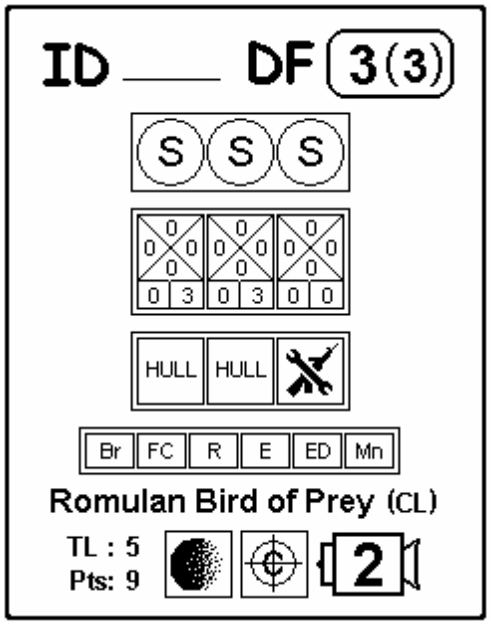
Crew : 150

Engine Rating
Left Nacell : 950 ThrustTons
Right Nacell : 950 ThrustTons

Shield Rating : 180,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
Heavy Plasma Launcher	Forward	45,000 TerraWatts	180,000 km

Fighters : none



Overview

One of the most interesting designs of the 2260's, this vessel was designed to combine a very high level of firepower with stealth, small size and manoeuvrability. Unfortunately, this came at the cost of very low speed and limited range. The power required to maintain the cloaking device was enormous, and this Romulan vessel was unable to raise shields or fire its single triple-sized heavy plasma launcher while using this system. This difficulty was not helped by the fact that the ship had only simple impulse style fusion generators to power it. While these were of a very high output, they were no match for the matter/antimatter system of contemporary Federation designs.

EXCELSIOR

Class : Dreadnought
Mass : 1,600,000 metric tons

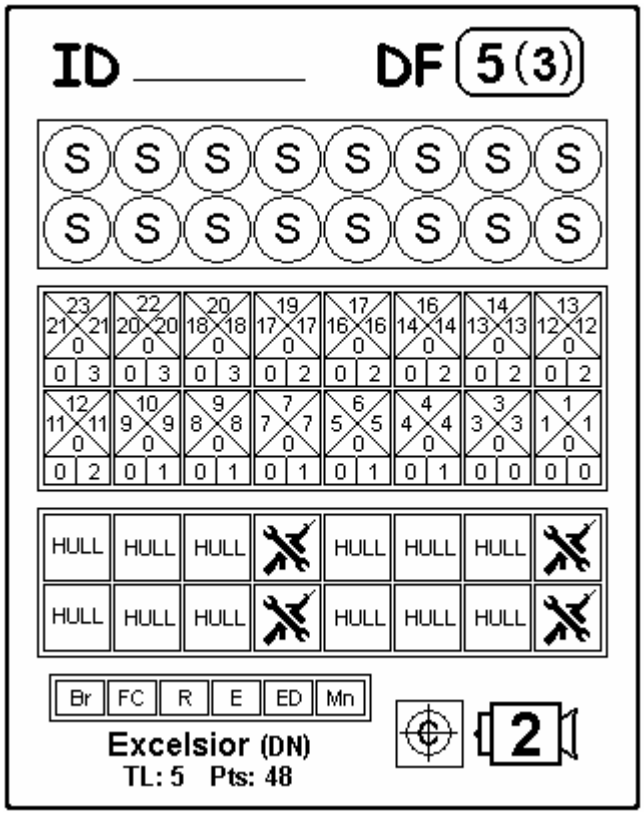
Length : 467 m
Width : 185 m
Height : 100 m
Decks : 28
Crew : 705

Engine Rating
Left Nacell : 1,050 ThrustTons
Right Nacell : 1,050 ThrustTons

Shield Rating : 1,601,500 TeraJoules

Armour Rating : none

Armament	Mounted	Output	Range
3 Class II Photon Torpedo Tubes	Forward	30 MegaTons	360,000 km
2 Class VIII Phaser Banks	Forward	23,000 TerraWatts	360,000 km
2 Class VIII Phaser Banks	Starboard	21,000 TerraWatts	360,000 km
2 Class VIII Phaser Banks	Port	21,000 TerraWatts	360,000 km



Fighters : none

Overview

The history of the Excelsior class tends to consist of extremes. Initially fitted with a Transwarp drive and proclaimed "the great experiment", the ship had an ignoble start when its engines failed as it was called into action to prevent the theft of the USS Enterprise. However this was due to deliberate sabotage and there was nothing wrong with the basic engineering of the space frame. In all other areas the Excelsior class was the most advanced ship in Starfleet, and rapidly built a reputation for outstanding performance and a solid reliability few other designs have matched

Miranda

Class : Heavy Cruiser
Mass : 520,000 metric tons

Length : 243 m
Width : 150 m
Height : 63 m
Decks : 18

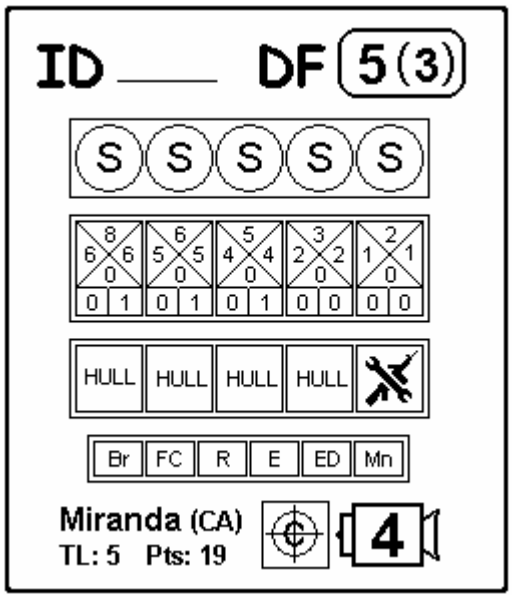
Crew : 280

Engine Rating
Left Nacell : 2,100 ThrustTons
Right Nacell : 2,100 ThrustTons

Shield Rating : 521,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
Class II Photon Torpedo Tube	Forward	10 MegaTons	360,000 km
2 Class VII Phaser Banks	Forward	8,000 TerraWatts	360,000 km
2 Class VII Phaser Banks	Starboard	6,000 TerraWatts	360,000 km
2 Class VII Phaser Banks	Port	6,000 TerraWatts	360,000 km

Fighters : none



Overview

Designed to be a smaller but more flexible replacement for the Constitution class, the USS Miranda entered service shortly before its larger cousins underwent their major refit in the 2270s. There was a very high degree of commonality between the two classes, with the nacelles and most of the primary saucer section being almost identical. With expectations that the new Excelsior class would handle the heavy exploration duties, it was decided to use the Miranda design as the basis for a general purpose vessel instead. Having considerable armament made them an important addition to the fleet, where they acted in support of the larger ships, usually as escorts or outer pickets.

Klingon Bird of Prey

Class : Destroyer
Mass : 200,000 metric tons

Length : 109 m
Width : 92 m
Height : 20 m
Decks : 4

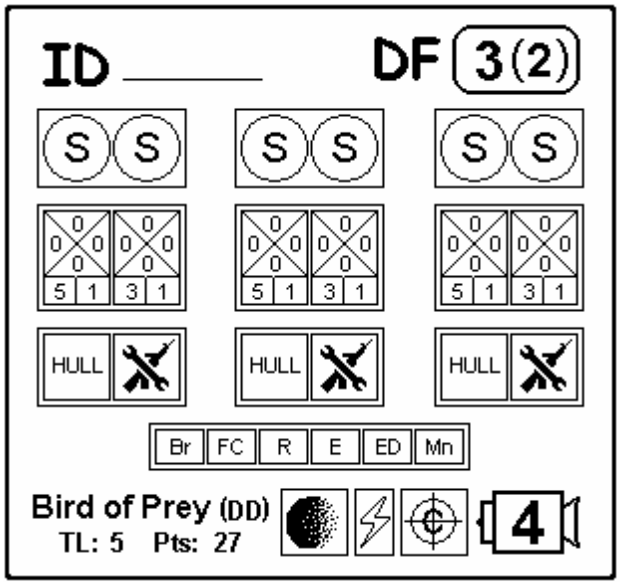
Crew : 12

Engine Rating : 4,000 ThrustTons

Shield Rating : 160,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
1 Photon Torpedo Tube	Forward	10 MegaTons	360,000 km
2 Mark 6 Pulse Cannons	Forward	5,000 TerraWatts	60,000 km

Fighters : none



Note: BoP cost without the cloak: 23 pts.

Overview

Perhaps the most successful Klingon design, the Bird of Prey has been in service longer than any other class. The ship was built from the start to fill a variety of roles. As a special operations ship it could use its cloak to penetrate Federation border defences and attack lightly defended targets, or as a natural scout ship, locate and track Federation fleets. In design, the Bird of Prey conforms to Klingon norms, with a single torpedo tube at the extreme forward point of the hull directly below the command centre, and a pair of wings carrying small disrupter cannon at their tips. These wings allow the Bird of Prey to operate in an atmosphere.

“To Boldly Go Where No One Has Gone Before”

"Starfleet reports it has engaged the Borg at Wolf 359, sir”

Data in “The Best of Both Worlds II”

"Federation ship Enterprise, surrender and prepare to be boarded"
"That will be the day!"

Picard in “Yesterday's Enterprise”

“You don't think Starfleet could be persuaded to send a few more ships, say... fifty?”

Bashir to Sisko in "A Call to Arms."

“War is much more fun when you're winning!”

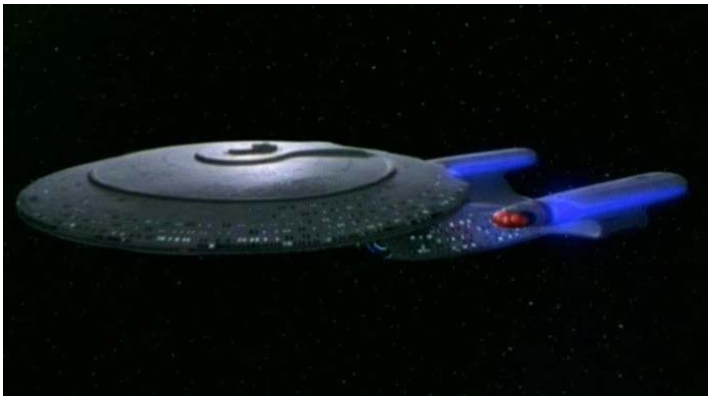
General Martog to Worf in "Sons and Daughters."

Galaxy

Class : Titan
Mass : 4,200,000 metric tons

Length : 641 m
Width : 470 m
Height : 145 m
Decks : 42

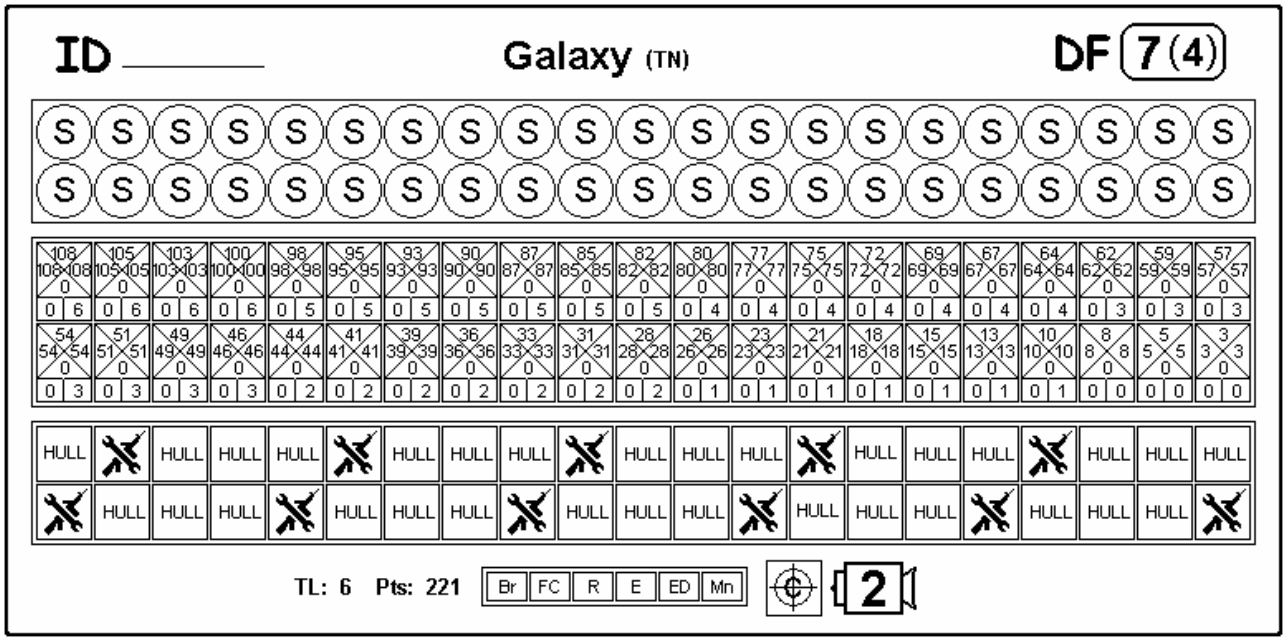
Crew : 1014



Engine Rating
Left Nacell : 1,050 ThrustTons
Right Nacell : 1,050 ThrustTons

Shield Rating : 5,040,000 TerraJoules Armour Rating : 9 cm High Density Armour

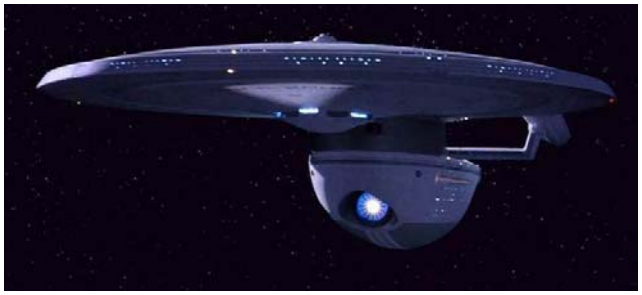
Armament	Mounted	Output	Range
2 Type 3 Burst Fire Torpedoes	Forward	72 MegaTons	360,000 km
2 Type X Phaser Arrays	Forward	108,000 TerraWatts	360,000 km



Overview - The Galaxy class was developed to be equally capable of scientific, exploration, diplomatic, and combat roles all within a single multi-mission hull. Using burst fire torpedo tubes and the phaser arrays instead of banks create a powerful warship.

EXCELSIOR

Class : Dreadnought
Mass : 1,600,000 metric tons



Length : 467 m
Width : 185 m
Height : 100 m
Decks : 28
Crew : 790

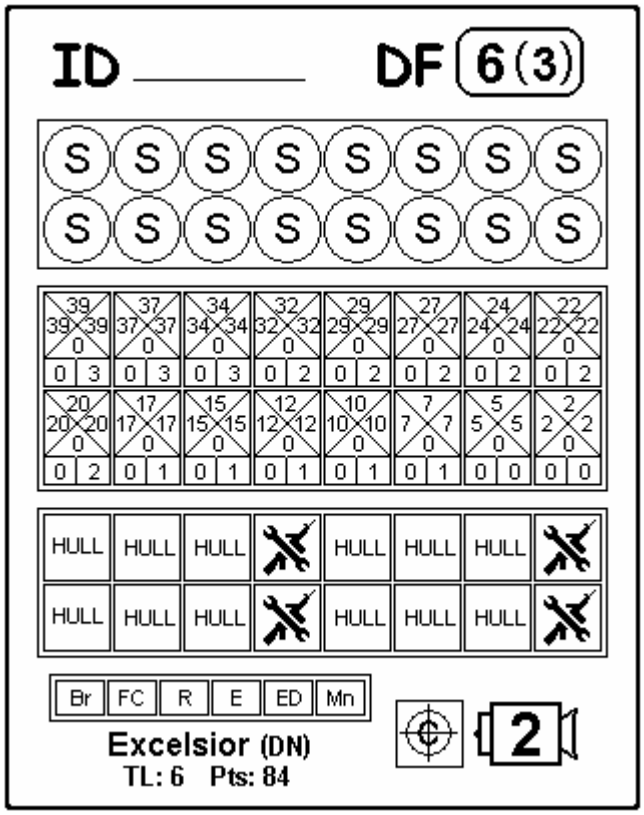
Engine Rating
Left Nacell : 1,050 ThrustTons
Right Nacell : 1,050 ThrustTons

Shield Rating : 1,920,000 TeraJoules

Armour Rating : none

Armament	Mounted	Output	Range
1 Type 3 Burst Fire Torpedo	Forward	36 MegaTons	360,000 km
2 Type IX Phaser Arrays	Forward	39,000 TerraWatts	360,000 km

Fighters : none



Overview

The Excelsior class, once the largest and most advanced ship in Starfleet, is now the fleet's standard workhorse design. After being upgraded many times through the years, the usefulness of the class has been successfully extended several times by incorporating new technology. In particular the switch from phaser banks to phaser arrays has resulted in a much more powerful ship.

Miranda

Class : Heavy Cruiser
Mass : 520,000 metric tons

Length : 243 m
Width : 150 m
Height : 63 m
Decks : 18

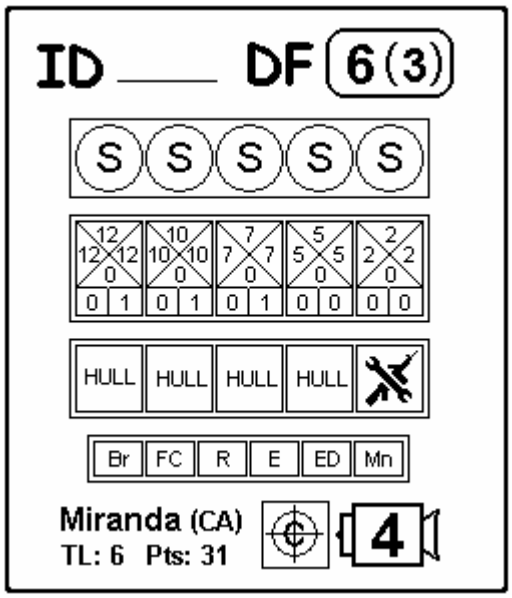
Crew : 280

Engine Rating
Left Nacell : 2,100 ThrustTons
Right Nacell : 2,100 ThrustTons

Shield Rating : 621,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
Class II Photon Torpedo Tube	Forward	12 MegaTons	360,000 km
2 Type IX Phaser Arrays	Forward	12,000 TerraWatts	360,000 km

Fighters : none



Overview

Upgraded many times in order to extend the class' life span, Starfleet decided to use the Miranda design as the basis for a general purpose vessel for use within the body of the Federation. The usefulness of the class has been successfully extended by incorporating new technology, in particular the switch from phaser banks to phaser arrays. Although Mirandas no longer operate as front-line combat units by themselves, they are still to be seen operating in major fleet actions in support of the larger modern vessels

Vor'Cha

Class : Super Dreadnought
Mass : 2,238,000 metric tons

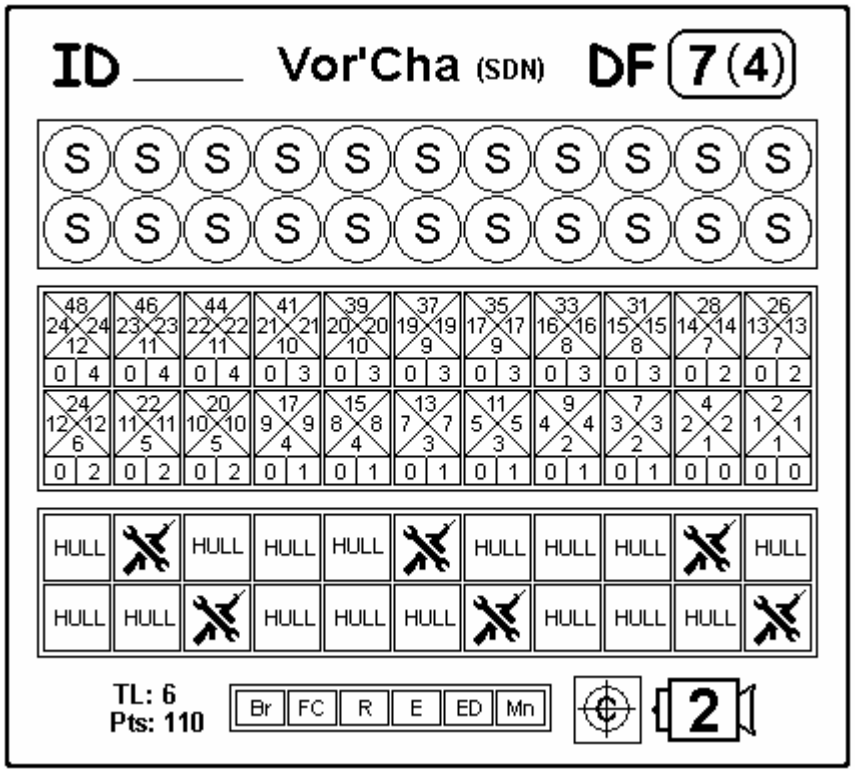
Length : 481 m
Width : 341 m
Height : 106 m
Decks : 28

Crew : 1900

Engine Rating
Left Nacell : 1,000 ThrustTons
Right Nacell : 1,000 ThrustTons

Shield Rating : 2,640,000 TerraJoules Armour Rating : 16 cm High Density Armour

Armament	Mounted	Output	Range
4 Photon Torpedo Tubes	Forward	48 MegaTons	360,000 km
8 Mark 10 Disruptor Cannons	Forward	48,000 TerraWatts	360,000 km
4 Mark 10 Disruptor Cannons	Starboard	24,000 TerraWatts	360,000 km
4 Mark 10 Disruptor Cannons	Port	24,000 TerraWatts	360,000 km
2 Mark 10 Disruptor Cannons	Aft	12,000 TerraWatts	360,000 km



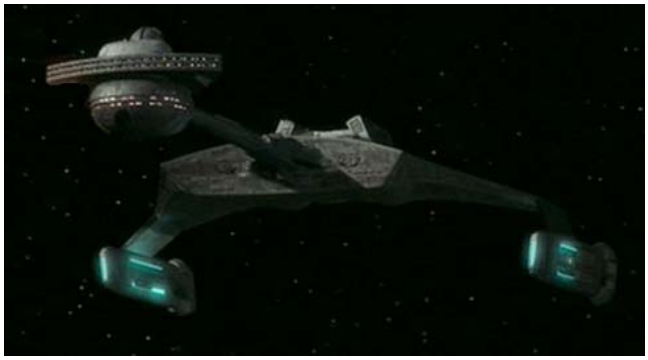
Fighters : none

Overview

Originally the Klingon response to Starfleet's Ambassador class design, the Vor'Cha is a very powerful upgraded version of the K'T'Inga class. The general layout is very similar, although the connecting neck has been greatly re-enforced, and the engines are not as powerful relative to the ship's mass.

K'T'Inga

Class : Heavy Cruiser
Mass : 490,000 metric tons



Length : 246 m
Width : 160 m
Height : 68 m
Decks : 18

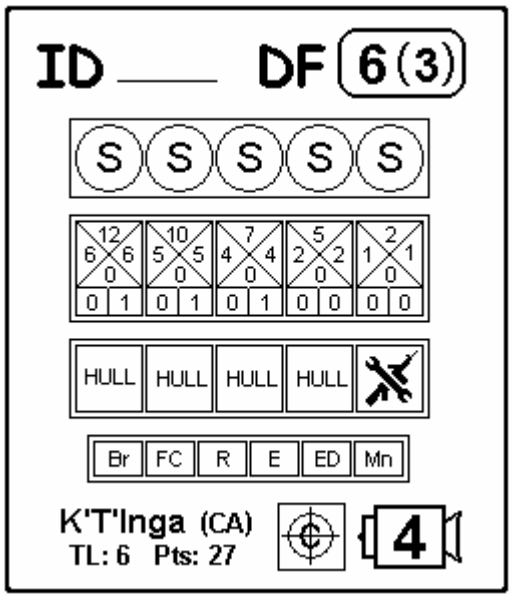
Crew : 510

Engine Rating
Left Nacell : 1,950 ThrustTons
Right Nacell : 1,950 ThrustTons

Shield Rating : 600,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
1 Photon Torpedo Tube	Forward	12 MegaTons	360,000 km
2 Mark 10 Disruptor Cannons	Forward	12,000 TerraWatts	360,000 km
1 Mark 10 Disruptor Cannon	Starboard	6,000 TerraWatts	360,000 km
1 Mark 10 Disruptor Cannon	Port	6,000 TerraWatts	360,000 km

Fighters : none



Overview

The K'T'Inga class battle cruiser was fielded by the Klingons during the 2270's to replace the D7 class as the Klingon's premiere combat vessel. Changes concentrated around the engines, with a new nacelle design allowing higher top speed, but various other changes were also introduced throughout the ship. A new heavier model torpedo was installed, and the Disruptor Cannons were upgraded to a more powerful model. Versions of this ship have remained in service with the Klingons until the 2370s – where several examples took part in the Dominion War.

Klingon Bird of Prey

Class : Destroyer
Mass : 200,000 metric tons

Length : 109 m
Width : 92 m
Height : 20 m
Decks : 4

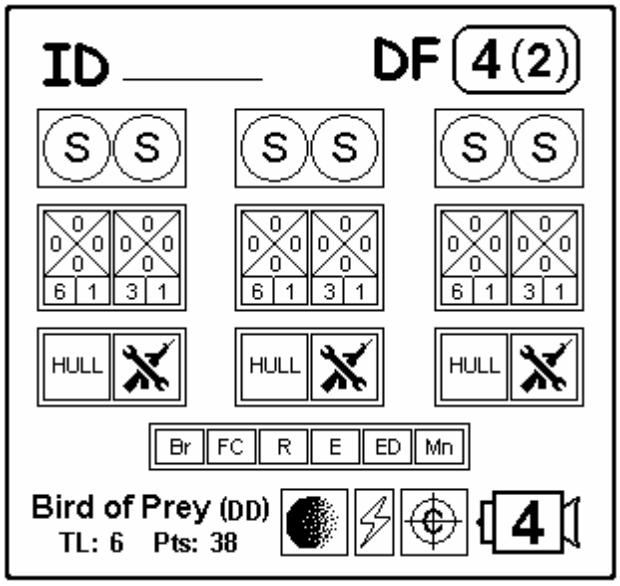
Crew : 12

Engine Rating : 4,000 ThrustTons

Shield Rating : 200,000 TerraJoules
Armour Rating : none

Armament	Mounted	Output	Range
1 Photon Torpedo Tube	Forward	12 MegaTons	360,000 km
2 Mark 8 Pulse Cannons	Forward	6,000 TerraWatts	60,000 km

Fighters : none



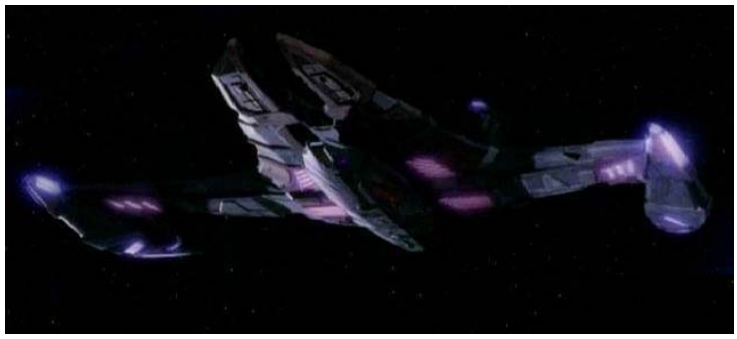
Note: BoP cost without the cloak: 32 pts.

Overview

A vastly upgraded version of perhaps the most successful Klingon design, the Bird of Prey has been in service longer than any other class. The ship was built from the start to fill a variety of roles; scout ship, raider, special operations, by using its cloak to penetrate enemy border defences. In design, the Bird of Prey conforms to Klingon norms, with a single torpedo tube at the extreme forward point of the hull directly below the command centre, and a pair of wings carrying small disrupter cannon at their tips. These wings allow the Bird of Prey to operate in an atmosphere.

Dominion Attackship

Class : Titan
Mass : 4,215,000 metric tons



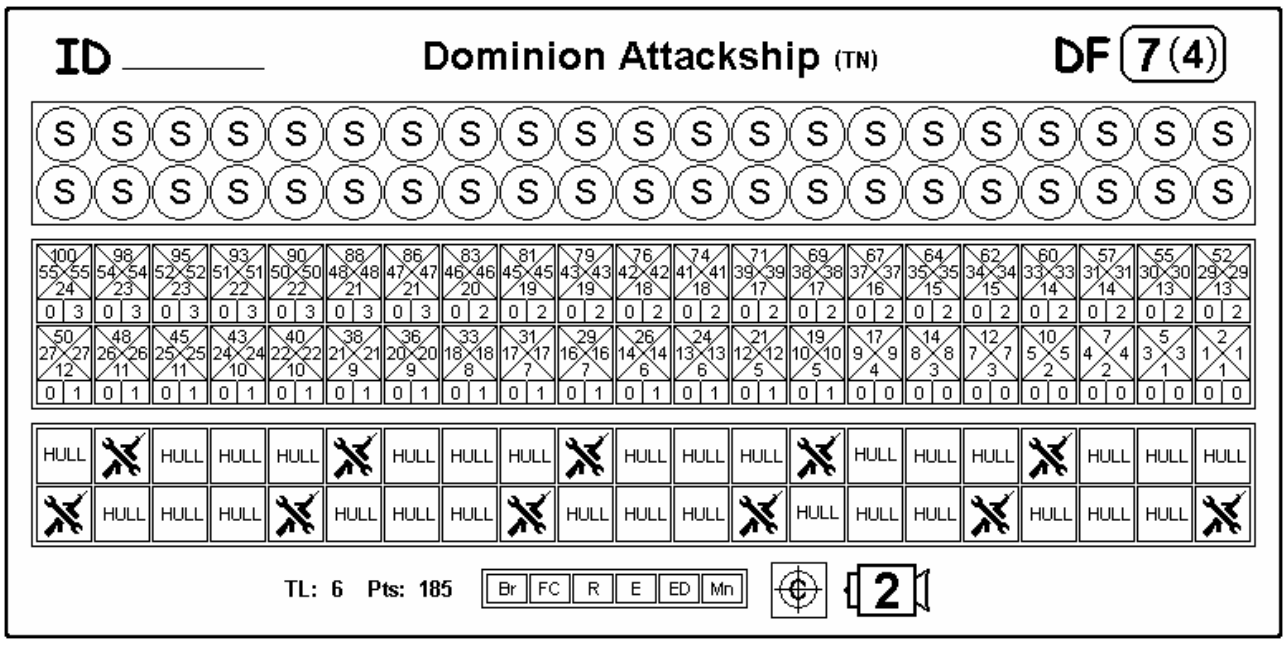
Length : 640 m
Width : 568 m
Height : 205 m
Decks : 25

Crew : 2,500

Engine Rating
Left Nacell : 1,000 ThrustTons
Right Nacell : 1,000 ThrustTons

Shield Rating : 5,040,000 TerraJoules Armour Rating : 8 cm High Density Armour

Armament	Mounted	Output	Range
3 Photon Torpedo Tubes	Forward	36 MegaTons	360,000 km
8 Phase Polaron Cannons	Forward	100,000 TerraWatts	360,000 km
4 Phase Polaron Cannons	Starboard	55,000 TerraWatts	360,000 km
4 Phase Polaron Cannons	Port	55,000 TerraWatts	360,000 km
2 Phase Polaron Cannons	Aft	24,000 TerraWatts	360,000 km



Overview : Generally operating with equal effectiveness against fixed installations or enemy spaceships, usually in groups of two or three at the core of a small fleet.

GALOR

Class : Dreadnought
Mass : 1,800,000 metric tons

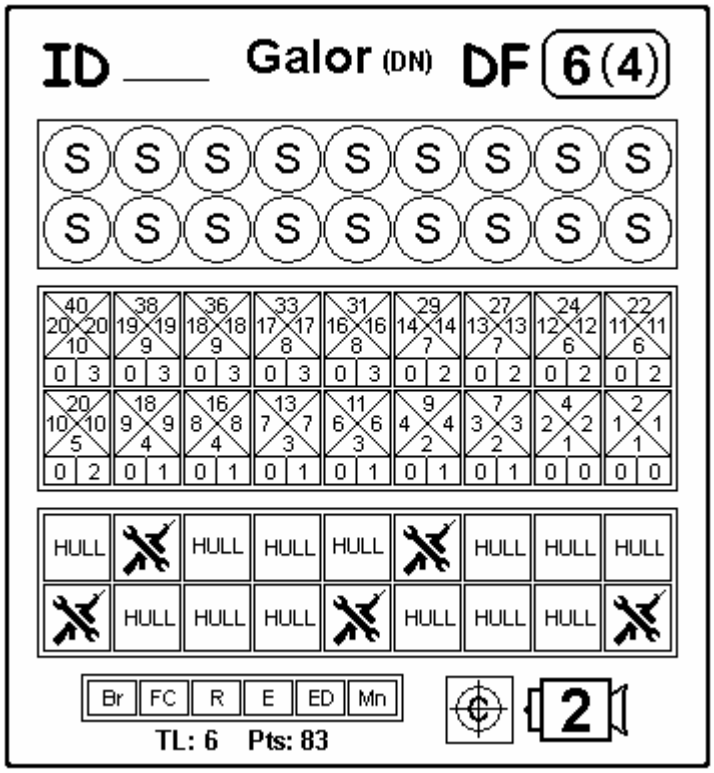
Length : 372 m
Width : 192 m
Height : 59 m
Decks : 15

Crew : 300

Engine Rating : 2,000 ThrustTons

Shield Rating : 1,800,000 TerraJoules Armour Rating : 7 cm High Density Armour

Armament	Mounted	Output	Range
3 Photon Torpedo Tubes	Forward	36 MegaTons	360,000 km
1 High Power Phaser Bank	Forward	40,000 TerraWatts	360,000 km
2 Spiral Wave Disrupters	Starboard	20,000 TerraWatts	360,000 km
2 Spiral Wave Disrupters	Port	20,000 TerraWatts	360,000 km
1 Spiral Wave Disrupter	Aft	10,000 TerraWatts	360,000 km



Fighters : none

Overview

The Galor is the mainstay of the Cardassian fleet, making up over half of their total Naval forces. The engineering section is mounted at the forward end of the single hull structure which puts the drive systems well forward of the centre of gravity and the single high power phaser bank is very powerful for a ship the size of the Galor. This class has generally proved a useful enough vessel for the Cardassian military, but it is not really a serious competitor for the larger Federation or Klingon ships.

Dominion DD

Class : Destroyer
Mass : 200,000 metric tons

Length : 68 m
Width : 70 m
Height : 18 m
Decks : 3

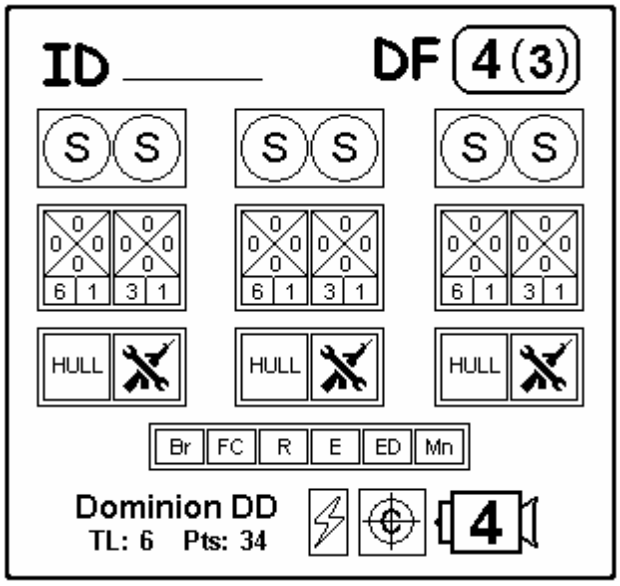
Crew : 12

Engine Rating : 4,000 ThrustTons

Shield Rating : 160,000 TerraJoules
Armour Rating : 2 cm High Density Armour

Armament	Mounted	Output	Range
1 Photon Torpedo Tube	Forward	12 MegaTons	360,000 km
Phased Polaron Beam Emitters	Forward	6,000 TerraWatts	60,000 km

Fighters : none



Overview

In terms of actual firepower, shield strength and manoeuvrability the Jem'Hadar destroyer is not dissimilar to a Klingon Bird of Prey. It is used in a similar role, i.e. as a general purpose scout and light attack craft, and is capable of landing on planetary surfaces and operating small numbers of ground troops. This ship remains a significant threat, not because of its individual power but because of its sheer numbers. These ships are designed for ease of manufacture and several shipyards are thought to be in operation in the alpha quadrant.

Combat Chart

Attacker to Target Ratio

Dice Roll	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
0	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	1	1	1	2
2	-	-	-	-	1	1	1	2	2
3	-	-	-	1	1	1	2	2	3
4	-	-	1	1	1	2	2	3	3
5	-	1	1	1	2	2	3	3	4
6	1	1	1	2	2	3	3	4	4

Modifiers

Modifiers are added to, or subtracted from, the dice rolls of Primary Battery fire only. Secondary Battery fire is not modified (except for TL). Rolls greater than 6 are treated as 6, rolls less than 0 are treated as 0 (rolling a 0 means you missed!). Agile ships, defined during ship construction, are identified by a lightning bolt next to the engine icon and require 1 point of power from the engines. Slow ships are any ships that move a total of 4 inches or less during the current turn.

Target is		**Range**		**Tech**	
Agile Ship	- 1	0 – 12 “	0	- 1 TL	- 1
Slow Ship	+ 1	12 – 24 “	- 1	- 2 TL	- 2
Escort	- 1	24 – 36 “	- 2	- 3 TL	- 3
Titan	+ 1*	Gas / inch	- 1		
Ordinance	- 2	Dust / inch	- 3	Proximity Fire +2 (-4)**	

* Titans: any firing at Titans receives a +1 modifier for each 25 hull boxes with which the Titan began (ie: +2 for 50 mass, +3 for 75 mass).

** +2 to hit, -4 column shift (to the left).