

Star Trek Print&Play Game Rules

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Intro

Star Trek Print&Play Game is a simple and easy to start strategic game that can be played with many players. There are 4 factions; the Federation, Klingons, Romulans, Dominion and the Borg. The game can be fast or long depending on the players and uses a D6 dice system.

Enjoy the game.

Tokens



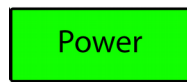
Red Torpedo token: torpedo has been fired.



Green Torpedo token: torpedo is being loaded.



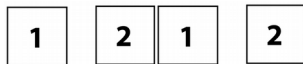
Red Power token: all ship systems are disabled.



Green Power token: ship systems are coming back on line but still disabled.



These are tokens to keep track on which ships have activated



Number counters used to keep track if there are multiples of the same ship.

Dashboards

All ships have a dashboard that describe the vessel, it's weapons and status.

Class	1		Type	Points	A		
	Ship Abilities	Shields	20 (30)		Sensors		
	None	Impulse	6		WPS		
		Hull	30		ECM		
		Ablative	##				
	Weapons	Qty	Hit	Dmg	Range	Arc	Extra
	Phaser (F)	5	+3	2	12"	270	
	Phaser(P/S)	2	+3	2	12"	90	
	Phaser (A)	2	+3	2	12"	90	
	Photon Torpedos (F)	1	+4	5	8"	90	-2 vs shields, Burst 5
	Photon Torpedos (A)	1	+4	5	8"	90	-2 vs shields, Burst 3

1. **Class** : the class of the ship
2. **Type** : the type the vessel belongs to (escort, destroyer etc.)
3. **Points** : the value of the ship

4. Emergency Power, Shields, Hull, Impulse, Sensors, WPS, Ablative, and ECM

1. **Emergency Power** : the amount of power for emergency manoeuvres and used to boost systems when the ship's hull reaches 50%.
 2. **Shields**: the amount of shields for each side, the amount in brackets is the maximum the shields can be boosted. Shields are the four sides of the ship template.
 3. **Hull** : the amount of damage a ship can receive before getting destroyed.
 4. **Impulse**: the distance the ship can travel.
 5. **WPS (Weapons Status)** : modifies the weapons damage (secondaries are unaffected by negative numbers).
 6. **Sensors**: modifies the dice rolls to see if a weapons hits.
 7. **Ablative Armour**: the amount of extra armour a ship has.
 8. **ECM (Electronic Counter Measures)**: modifies the attacking ships dice rolls.
5. **Ship Abilities**: a list of abilities a ship may possess. (Cloak, Ablative armour, etc.)
6. **Ship**: you will find the location of the ships weapons and shield status.

Weapons	Qty	Hit	Dmg	Range	Arc	Extra
Phaser (F)	1	+3	2	12"	180	

Weapons: a list of weapons that the ship is equipped with and their firing arcs. All ships have primary weapons (phasers, disruptors) and secondary weapons (photon torpedoes).

Qty : the amount of weapons found in the arcs.

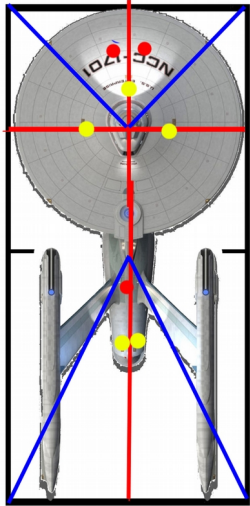
Hit: the target number a player needs to roll in order to score a hit.

Dmg: the amount of damage a weapon causes.

Range: the range of the weapon.

Arc : the area a weapon can attack.

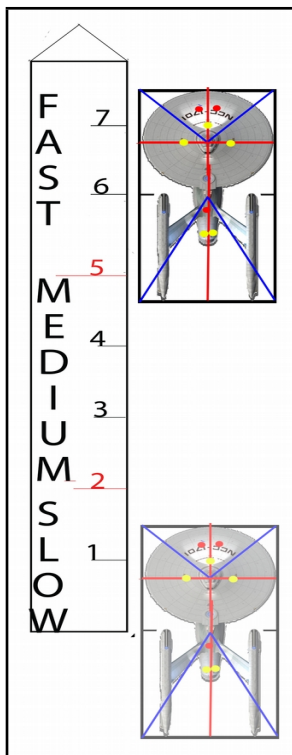
Extra: other information regarding the weapon.



Each weapon has an arc from which it can target a ship. There are two types of arcs that can be found; red for the primary weapons and blue for the secondary weapons. Weapons that are located on a arc line ignore that line.

- Fore (F): the front
- Aft (A): the rear
- Port (P): Left
- Starboard (S): Right

Movement

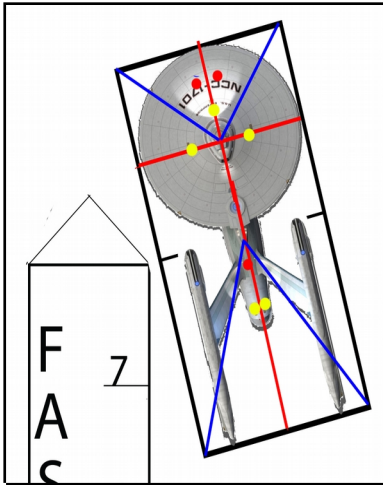


To move a ship place the ruler at the movement line located in the middle of the ship's tile, then move the the length of the ruler and stop at the desired distance. In this example the Constitution is moving 6 inches. Ships are not obligated to move entire inches but must move a **minimum of 1 inch**.

There are three speeds for movement fast, medium and slow.

- **Fast** 6-8 : all ships can turn at the beginning or at the end of the movement
- **Medium** 3-5 : ships can turn at the beginning or at the end of their movement with the exception of the escort and destroyer classes, they can tun twice during the movement provided the ship moves 1 in between turns.
- **Slow** 1-2 : all ship can turn once at the beginning and at the end of the movement.

Turning



Turning is done the same way as the movement. You place the pivot point at the movement line of the ship and turn the ship up to 45°.

Collisions

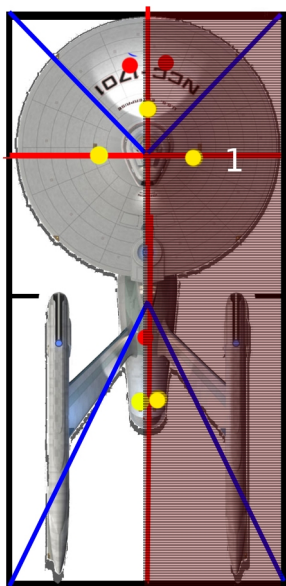
A collision happens when two ships overlap each other, they cannot target each other. Cloaked ships are ignored, the ship stops, touching the other ship. When that happens both ships receive hull damage. The player causing the collision rolls 1D6 per ship type and 1D6 speed of the ship has moved rounding down.

	Type
1D6	Frigate
2D6	Destroyer
3D6	Light Cruiser
4D6	Heavy Cruiser
5D6	Battleship

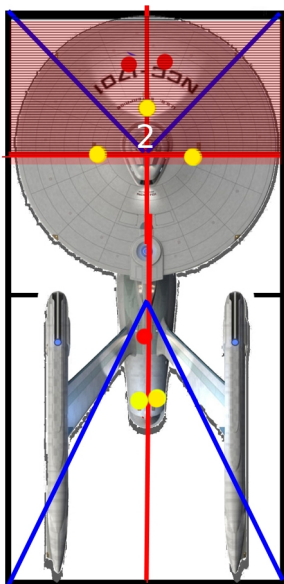
Example: an Frigate moving at speed 4 hits a Light Cruiser, the owner of the Frigate would roll 1D6 for the ship type and 4D6 for the speed, in total he would roll 5D6.

Firing Arcs

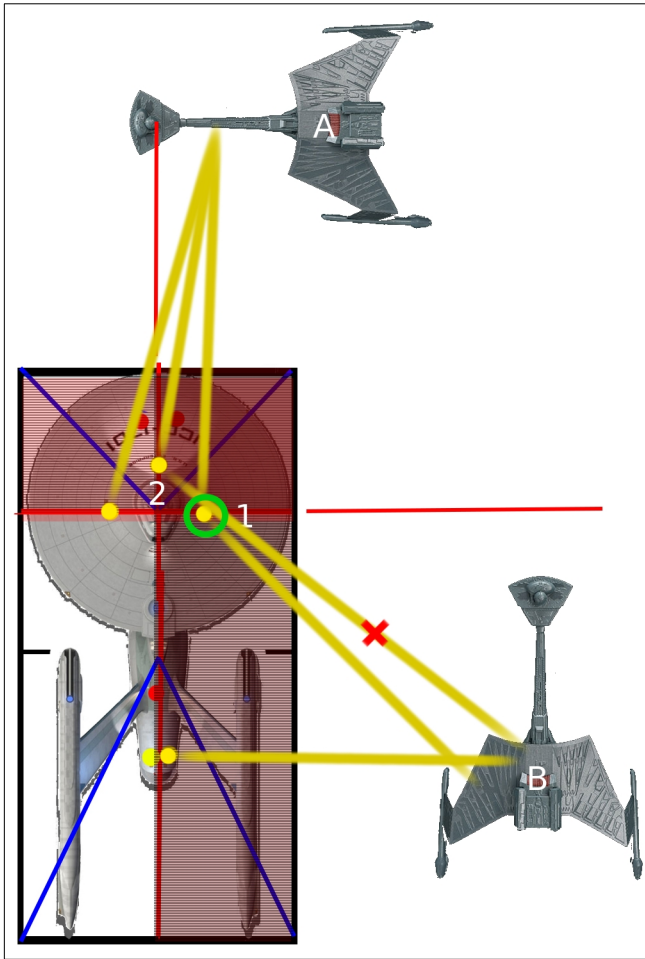
All ships have at least one firing arc that shows the area a weapons can attack a chosen target. There are two types of firing arc; red for primary weapons and blue for secondary weapons. Any weapon found on or within the borders of a firing arc can use that arc.



In this figure the starboard (zone 1) firing arc is selected, the vertical 180° line. The two phasers (yellow dots) that are found within this zone can fire on ships in this arc, with the exception of the aft phaser, it has an arc of 90°. Any weapon found on the border of a firing arc ignore that line arc, see example below. Weapons cannot fire on any ship outside of their zone which is defines by the red lines.



In this figure the Fore (Zone 2) firing arc is selected. The one phaser that is found within this zone can fire on ships in this 180° horizontal arc. The other two phasers do not have full access to this arc, see previous figure.



In this example the Constitution class is up against two K'tingas A and B, in its fore and starboard firing arcs. All phasers found in the fore arc 1 can target K'tinga A, because it is in their firing arc and all phasers found in the starboard arc 2 can fire on K'tinga B because it is in their firing arc. The phasers in arc 2 cannot fire on the K'tinga B (red X) because it is not in its firing arc (see previous figures), but one phaser in arc 1 can fire on either K'tinga A or B as both are in its 180° arc.

Attack

The attacker chooses which weapons to fire and on which targets. The attacking player can only target the most exposed shields or side. If two sides are equally exposed the attacker chooses the side he is targeting. A ship can only target one ship per arc with its primary weapons, the secondary weapons can target any number of targets as they are considered individually propelled weapons. Any roll of 6 is considered an automatic hit and a roll of 1 is an automatic miss, none of these rolls can be re-rolled. The Attacking player rolls the dice for the declared weapons (can use different coloured dice for each weapon) and both players apply their modifications (Sensors, ECM, etc.), then the hits are calculated, and damage is applied.

Shields will absorb all damage from one hit from cannon and torpedo weapons. The order damage is resolved is normal hits first and critical hits last.

Example 1: a B'rel is targeting a Constitution with 2 shields left. The B'rel fires its 2 Distructor Cannons and hits twice each causing 3 points of damage. The first hit of 3 damage is higher than the 2 shields but the shield will adsorb all the damage reducing the shield to 0 and the second hit will damage the hull for 3 damage.

Example 2: a Constitution is targeting a K'tinga with 2 shields left. The Constitution fires its 3 phasors and hits one causing 3 points of damage. The shields absorb 2 out of the 3 damage, the remaining 1 point goes to the hull.

Primary Weapons

Energy weapons like the phaser and disruptor are considered the primary weapons and can fire every single turn.

Secondary Weapons

Ballistic weapons like torpedoes are considered secondary weapons and can only be fires every second turn. When a secondary weapon is fired it receives a Red Torpedo token to indicate that it was fired.

Ship Abilities

Cloaking Device

During a players turn they can use an **action** to cloak a ship if that ship is equipped with one. A ship that is cloaked can **only be hit with a roll of 6** with any modifications, like boosting power to sensors and cannot be targeted **farther than 8"**. A cloaked ship looses its shields and cannot fire their weapons. The ship is also capable of **moving up to 2"** vertically or horizontally after movement. When a player declares an attack the cloak is automatically removed and grants the attacking ship **1 re-roll**.

Fast Turn

Allows a ship to turn 90° instead of the 45°.

Ablative Armour

Adds extra armour to the ship and ignores critical **effects** until destroyed.

Regenerative Ablative Armour

Same as **Ablative Armour** but it regenerates 1D6 at the start of the ships turn. It cannot regenerate destroyed Ablative Armour.

Regenerate

Ships that have this ability can repair their hull for 1D6 points as an action.

Turns Sequence

Turn sequences have a few phases; Initiative, Activation and End Phase.

Initiative

Two players: All players roll 2 dice to determine the player order starting with the highest roll, re-rolling ties. During a skirmish lots of things can happen to change the flow of battle; the initiative phase reflects this.

Multiple players: to make the initiative phase easier, players add dice of different colours for each player to a bag. At the start of every turn a player will pick one die out of the bag, which ever player has that coloured die chooses one of their ships to activate, move and attack. The bag goes the next player and they pick one die out of the bag until the bag is empty. Once there are no dice it is the End Phase and the dice belonging to the surviving ships gets put back in the bag and a new round starts.

Example: 2 Federation ships add 2 yellow dice to the bag, 3 Klingon ship add 3 red dice etc to the bag.

Activation

The activation phase has sub-phases action, movement and attack. Each player takes a turn activating their ships in order of their initiative.

Action

A player can choose only one action. A player can transfer power from one system to another by spending the amount.

Example: transferring shields to weapons, it would cause 4 shields to boost the weapons 1 point.

Special Orders

Factions have special order like **Picard's Manoeuvre** for the Federation. Each special order can take the place of an action (**A**), a movement (**M**) or and attack (**ATT**), so a player needs to use the special order at the required moment along with the other requirements.

Movement

A player moves their ship a minimum distance of 1" up to the ship maximum distance.

Attack

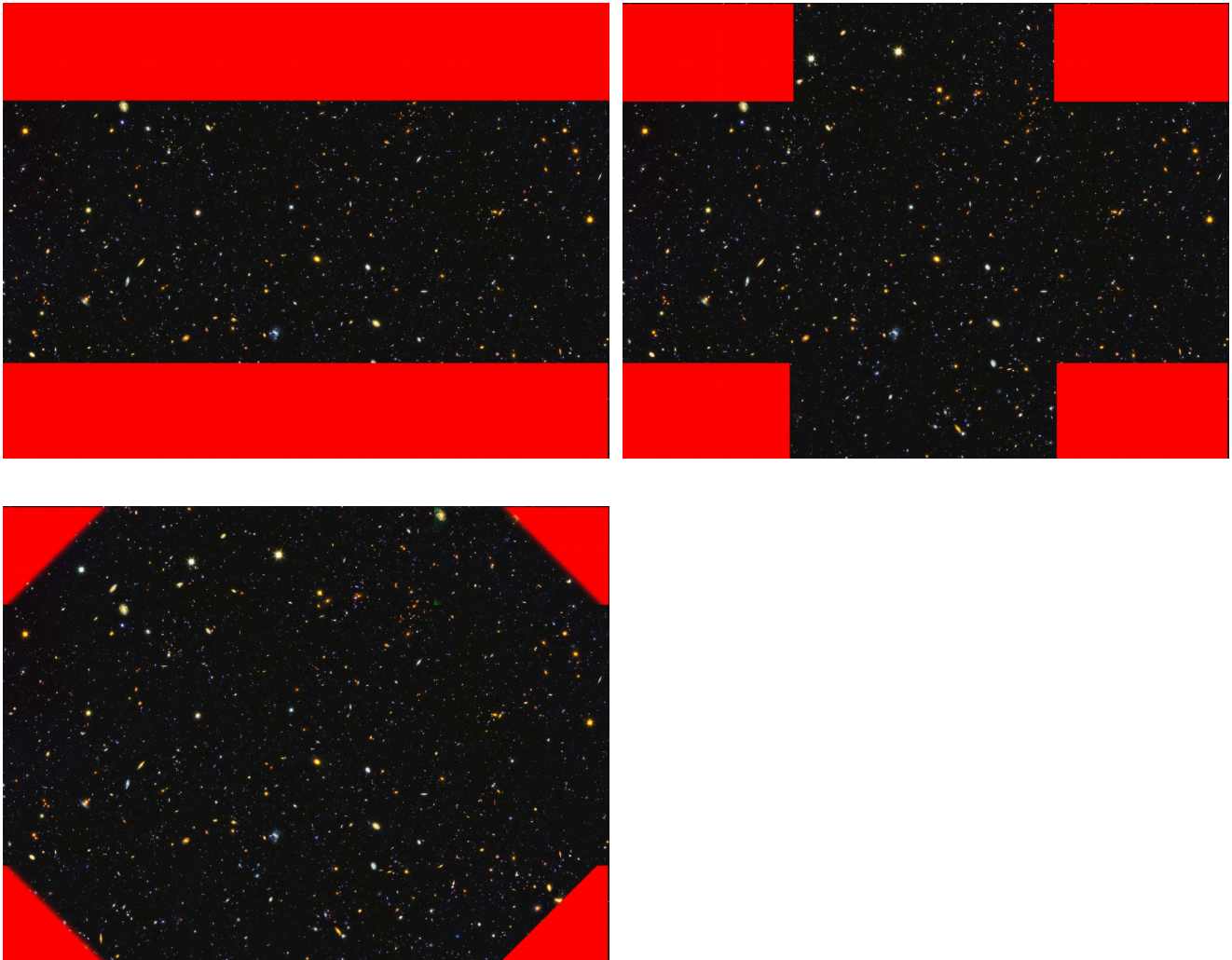
The player chooses the targets that are in range and in the arc of the ship.

End Phase

Once all ships have been activated green tokens are removed and red tokens are turned to red. Any ship with power token must move the ship 1D3" forward.

Deployment

Deployment is determined by rolling for initiative. The Player that wins the initiative roll places his ships first then the other players. The zones are measures **8" from the map edge**. Any size mat will do 3x3, 4x4, 3x6, 4x6.



Terrain

There are currently two types of terrain that can be used; Asteroids and Nebula.

Asteroids

The size of the area is chosen. Use what every you want to mark the asteroid zone.

- Sensors -1
- Re-roll successful hits
- Each round roll 1D6
 - 1-2 1D6 hull damage
 - 3-6 no damage
- Ship can only go slow

Nebula

The size of the area is chosen. Use what every you want to mark the nebula zone. A ship in the nebula cannot be targeted from outside if the attacking ship is farther that 4”.

Roll 1D6 to determine the type of nebula.

1. Nothing special
2. No shields
3. Sensors get a penalty of -1D3
4. Both 2 and 3
5. Torpedoes get -1 Hit bonus and do +3 damage
6. Range of the weapons is reduced. Example: Primary weapons are now 8” and Secondary weapons are 6”.