Combat Procedures - Starship

0. Table Scale: 1 to 100,000,000 or 1 mm = 100 kilometers; 1 turn = 1,000 sec (16.7 min); 1G = 100 mm (3.9")
Portable Scale (1/10th scale; divide distances below by 10) thus 1 mm = 1M Km, 1G = 10 mm (.39"), etc.

1. Starships detect each other at 1,500mm; military starships detect at 6,000mm. Ships in complete silence can be detected only ½ of that (750mm/3,000mm), and if in orbit and silent only 1/8 of that (182mm/750mm). Roll 8+ with Computer. Once detected, can be tracked by anyone up to 9,000mm.

2. He who detects first can attempt surprise. Roll 8+ with Tactics. If surprised, can't maneuver or shoot when first detect attacker. (Unless if at GQ, then roll 8+ w/ Leader.)

3. Intruder Turn: Intruder A moves & B fires lasers, then C native returns laser fire and D Intruder launches ordnance and E reprograms. Native Turn: Native A moves and B fires laser, then C Intruder returns laser fire and D Native launches ordnance and E reprograms.

4. Move vessels at old vector + new vector. Note: streamlined starships flying within atmos
must fly at 450 kph or less below 30,000' and less than 200kph below 10,000' (or risk loss of control). Successful break-off possible if most aerodynamic/fastest is fleeing, or if sensors affected by atmo (fleeing using passive EMS only, atmos dense, or std w/ storm then break-off chance = 20% per 10 min turn.

5. Hits and Damage
a. To hit = 8+ w/ Gunnery +/- Attack and Defense mods. Note: missiles are treated as vehicles once launched; their speed will be their G-turns that achieve quickest rdv.
b. If hit, defender still avoids if defending gunner hits incoming laser with Sand or incoming missile with laser; Roll 8+ w/ Gunnery.
c. If still hit, apply damage (missiles hit 1d6 times, lasers once) per Hit Location Table. Engines, Power Plants, Jump Drives, and Computers are reduced by one letter per hit w/ resulting limitations. Hull and Cabin decompress the interior (2D damage to personnel not in vacc suits per turn). Hold also damages cargo, lifeboats, & vehicles if any. Fuel means a fuel cell (20 tons) is destroyed; 60% loss means no jump. Turret eliminates a turret. Weaponry destroys all small craft weaponry, addl hits have no effect. Hit on smallcraft's Drive destroys the drive.

6. Continue until conflict resolved (defeat, escape, etc.)

Personal Encounters

	Starports	Worlds-Urban	Worlds-Rural
2	2D Noble & retin	3D Peasants	1D Farmers
3	2D Religious grp	3D Mob	1D Ranchers
4	1D Police	3D Brigands	1D Merchants
5	2D Soldiers	3D Bandits	2D Religious group
6	1D Adventurers	3D Soldiers	3D Private police
7	2D Merchants	2D Guards	3D Crowd
8	2D Traders	2D Merchants	3D Bandits
9	3D Bandits	1D Traders	3D Brigands
10	3D Brigands	3D Religious group	2D Peasants
11	2D Peasants	2D Rowdies	2D Soldiers
12	3D Rowdies	1D Police	1D Crazies12

*Starports: Weap 8+(pistol&sword), Armor 8+(cloth, jack, mesh)
Urban: Weap 10+(pistol & sword), Armor 10+(cloth, jack, none)
Rural: Weap 6+(shotgun, rifle, pistol), Armor 7+(jack, mesh, ablat)

Starship Encounters

	Main Routes	Off Main Routes
2	Alien*	Navy**
3	Special***	Fast Merch(2-600)
4	Navy**	Patrol Cruiser
5	Merc(1-800)	Pirate
6	Fast Merch(2-600)	Scout
7	Merch (2-800)	SDB
8	Armed Merch(2-800)	Seeker
9	Scout(X,S,Tndr)	Free/Far Trader
10	SDB	Armed Merch(2-800)
11	Pirate	Sub Merchant
12	Plague Ship/Viking	Special***

*Alien: includes Zhodani, Vargr, Aslan, etc.
**Navy: Type-Planetary, Subsector, Imp,
   Corporate, Private, and Alien
***Special: Yacht, Lab, Safari, etc.

Starship Operation

Step	Skill
Power up	Engineer
Stowage	Steward
Weaps Check	Gunner
Computer(comm/sens)	Computer
Takeoff	Pilot
Scan	Computer
Open to 100 diam	-Computer
Jump	Navigator
Scan	Computer
Close fm 100 diam	-Computer
Pre-landing Checks	Engineer/Steward
Land	Pilot

Take-off/Landing Tables

	Pilot	Engineer
1	Bad maneuver	Partial power loss
2	Wind shear	Total power loss*
3	Control panel short	Engine control failure
4	Collision course*	Fire in engine room*
5	Loss of autopilot	Fuel/hyd clog
6	Partial power loss	Anti-grav node failure*

*Denotes exceptionally dangerous malfunction or
   problem. Failure to correct may result in crash.