

# Mephit's Guide to Being Effective in *Star Trek* Personal Combat

While *Star Trek Adventures* doesn't explicitly focus on violence, phaser fights can and will occur. As players and GMs you want to be prepared so that your heroic fight doesn't turn into a bunch of morons flailing at each other... That's for Ferengi family squabbles! Here are a few items you might want to consider to be the most effective you can be in a combat situation.

## Know the Basics

First of all, since combat comes up less in *Star Trek Adventures* it's not the most familiar part of many campaigns. It's sort of like exhaustion levels for *D&D 5e*: you know it's there and it seems straightforward so nobody stresses about it... until it comes up in play.

To avoid bringing things to a screeching halt when the phasers come out, just remember these basic steps (this all comes from pages 174-176, if you want more info).

1. **First the attacker makes a roll.** For melee this is a Daring + Security (Diff 1) roll, while for ranged attacks it's Control + Security (Diff 2). If you're firing into melee (there are creatures within reach of the target) then the Comp range is increased by 1 and rolling a Complication might mean you hit someone else.
2. **If melee, the defender rolls.** Melee is easier to hit but also the defender gets an opposed Daring + Security check (also Diff 1) and if they win then *they* actually deal damage to the *attacker*! It's a rough universe.
3. **Deal some damage.** On a successful attack, the attacker rolls Challenge Dice (see pages 73-74) to deal damage. How many Challenge Dice? Well, you start with the number given for the weapon on the chart on page 193, then you add your Security rating as bonus dice. So a character with a type-II phaser (3CD) and a Security rating of 2 would end up rolling 5 Challenge Dice.
4. **Roll Resistance.** If the defender has Resistance (usually from armor or cover) you roll a number of Challenge Dice again equal to the Resistance. The total of this roll is subtracted from the attacker's damage dealt.

## You've Got At Least Two Actions Every Turn

Characters in *Star Trek Adventures* get a Minor Action and a Standard Action every turn (see page 171-174 for a full discussion). Unless you want to be dragging a friend to safety, opening a door, or something else involved, your Standard Action will probably be firing your weapon. This leaves your Minor Action for lots of useful tasks.

The Minor Actions of Draw Item, Drop Prone, Interact, and Stand are niche cases that should be pretty self-explanatory but if you aren't doing one of the other three Minor Actions each round then you're burning valuable resources.

- **Aim.** This is the default. If you've got nothing else to do with your Minor Action (or if you're willing to spend Momentum as described below) then you should be Aiming to re-roll any crummy d20 results.
- **Movement.** Think about who is where. Can you get to a besieged crewmate to help defend them? Can you reach an enemy to take them out in melee? Can you get to the security panel to activate a force field? Use a Minor Action to get into position for next time.
- **Prepare.** Switch up tactics with this, using the phaser's wonderful adaptability (see below).

## Use Those Effects!

When you roll an effect (that would be a 5 or 6 on a regular d6) you can spend those to trigger *Damage Effects* if your weapon has any. All of these are really useful and they scale up with more effects rolled, plus if you have multiple Damage Effects then they can *all* apply independently of each other! On the other hand, if you have no Damage Effects on your weapon (like most phaser attacks, as discussed below) then any effects you roll are just wasted. Check out pages 178-179 or 191-192 for individual descriptions.

All of the *Weapon Qualities* don't involve effects including Accurate, Charge (discussed below), Cumbersome (for a drawback), Deadly, Debilitating, Grenade, Hidden X, Inaccurate (another drawback), and Non-Lethal. If your weapon has any of those, just read the description (somewhere on pages 179-180 or 192-193) as they will apply to every use of the weapon.

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## Use That Momentum!

If you beat the Difficulty of the attack (Diff 1 for melee and Diff 2 for ranged, plus circumstantial adjustments, of course) then you generate Momentum as normal. When you get Momentum, think about using some of the options found on the table on page 178. Here are the top five Momentum uses (in my opinion) for Starfleet officers in the midst of battle.

- **Bank Them.** This is a serious situation so consider storing up Momentum for later in the fight. If the team pool is healthy, try one of these other options.
- **Bonus Damage.** This is a great option for those characters who aren't really combat-oriented. If your nebbish engineer, empathetic counselor, or panicked doctor manages a great attack roll, use Momentum to boost your Challenge Dice pool so that you can make it count.
- **Extra Minor Actions.** Because phasers take Minor Actions to use to best effect (see below) you can spend 2 Momentum to adjust your phaser and still Aim, move, or do something else useful.
- **Penetration.** If your enemies are smart (debatable), they'll be using cover to block your shots. Rather than let your damage get soaked up by their armor or convenient boulders, remove their Resistance.
- **Re-Roll Damage.** Nothing sucks more than scoring a killer hit on an enemy and then rolling zeros on the damage, especially when you've got a big pool of Challenge Dice! At just one Momentum to re-roll every one of them, this is a steal.

## Making the Most of Phasers

While disruptors have a Vicious, punches can offer Knockdown, and the Jem'Hadar have Debilitating weapons, Federation-issue phasers don't seem like they have much to offer. Well, in true Starfleet fashion, they are a little more complicated but if you know what you're doing they can be a *lot* more effective in combat.

Phasers have a single quality called Charge (phaser rifles have Accurate too but don't worry about that). Weapons with Charge allow you to use a Minor Action to switch up what they're doing for that round. Using Prepare, you can make your phaser hit multiple targets (Area), make any Injuries caused by the weapon to be worse (Intense), cleave through armor or cover (Piercing 2), or up the level to harsher results (Vicious 1). Now, this only lasts for an attack you make right after the Prepare Minor Action so it requires some forethought but you can really bring home the right tactic if you try it.

WEAPONS TABLE						
NAME	TYPE	DAMAGE RATING	SIZE	QUALITIES	COST	
Unarmed Strike	Melee	1▲ Knockdown	1H	Non-lethal	-	
Knife/Dagger	Melee	1▲ Vicious 1	1H	Deadly, Hidden 1	Opportunity 1	
Blade (Sword, <i>Mek'leth</i> , etc)	Melee	2▲ Vicious 1	1H	-	Opportunity 1	
Heavy Blade ( <i>Bat'leth</i> , <i>Kar'takin</i> , <i>Lirpa</i> )	Melee	3▲ Vicious 1	2H	-	Opportunity 1, Escalation 1	
Bludgeon	Melee	2▲ Knockdown	1H	-	Opportunity 1	
PhaSer Type-1	Ranged	2▲	1H	Charge, Hidden 1	Standard Issue	
PhaSer Type-2	Ranged	3▲	1H	Charge	Standard Issue	
PhaSer Type-3 (PhaSer Rifle)	Ranged	4▲	2H	Accurate, Charge	Opportunity 1, Escalation 2	
Pulse Grenade	Ranged	4▲ Area	1H	Charge, Grenade	Opportunity 1, Escalation 2	
Andorian Plasma Rifle	Ranged	4▲ Intense	2H	Accurate, Deadly	Not Available	
Phase Pistol	Ranged	3▲	1H	-	Standard Issue	
Particle Rifle	Ranged	4▲	2H	Accurate	Standard Issue	
Disruptor Pistol	Ranged	3▲ Vicious 1	1H	-	Not Available	
Disruptor Rifle	Ranged	4▲ Vicious 1	2H	Accurate	Not Available	
Jem'Hadar Plasma Pistol	Ranged	3▲ Vicious 1	1H	Debilitating	Not Available	
Jem'Hadar Plasma Rifle	Ranged	4▲ Vicious 1	2H	Accurate, Debilitating	Not Available	