

STAR TREK

ROLEPLAYING GAME

COMBAT DAMAGE CHARTS

UNARMED COMBAT

Damage is determined in unarmed combat based on the strength of the attacker, with a modifier applied for unarmed combat skill at the rate of 1 point per skill level. ie.: if a character has Unarmed Combat +3, they add 3 points to any damage they inflict. Standard Strength modifiers also apply, as per the CODA rules system.

If a character elects to try to render an opponent unconscious with as few blows as possible, (ie. a knockout punch, an immediate take-down from a "spin-kick") the GM may allow this, but the character uses all of their remaining actions in that round to make such an attack. If a character attempts to immediately subdue an enemy, they would then multiply their basic damage done by their skill bonus, rather than add the bonus to the amount of damage inflicted. (ie. if a Klingon with a 12 strength (+3 modifier) struck an opponent intending to subdue them, and he had Mok'bara +4 skill, *and* he rolled his maximum damage according to the CODA rules, the result would be 36 [**3+6x4**] rather than 13 [**3+6+4**]).

If the aforementioned Klingon were to use the table below to calculate the amount of damage he inflicted then he would roll an additional d6 for his Strength score, giving him a maximum damage of 19 (12+3 for Strength, +4 for skill), and a knockout, or take-down damage of 60 (multiplying the total by the skill level, rather than simply adding that amount)

UNARMED COMBAT	
Strength (STR)	Damage
01 - 06	1D6
07 - 12	2D6
13 - 18	3D6
19 - 24	4D6
25 - 30	5D6
31 - 36	6D6
37 - 42	7D6

A character fighting with natural weapons should add the natural weapon's damage totals to the total derived at from strength and skill. Often, the amount of damage these natural weapons inflict is largely up to the GM.

Androids fighting in unarmed combat must abide by their programming. They are not allowed to kill, or to destroy sentient life forms except in the extreme necessity of self-defense or of defending others. Although Androids have high Strength scores (usually anywhere between 12-18) they should not be allowed to inflict enough damage to kill an opponent. The GM should feel free to pull back on damage inflicted by an android to reflect this, making certain the android only subdues his opponent. And while Androids should double their Strength modifier in most situations, the modifier should not be doubled for inflicting damage in unarmed combat, or in any case in which the Android's actions could cause death or serious injury.

For a Strength score exceeding 42, simply increase the damage amounts exponentially for every 6 points of strength.

GENERAL MELEE / HAND-TO-HAND WEAPONS

The information on this chart is meant to reflect not only the weapons actually listed here but any similar weapons encountered during an ongoing campaign. Some alien weapons established by canon sources and yet not included in the Decipher material could easily have their damage values calculated by comparing them to the weapons listed here. Also, any new weapons devised by a GM for incorporation into newly discovered civilizations, or the further development of a canon or semi-canon

culture within an individual campaign.

GENERAL MELEE / HAND-TO-HAND WEAPONS	
WEAPON	DAMAGE
Axe (Battle/War)	4D6 +10
Axe (Hand/Chopping)	3D6 +5
Club (any "brawling" weapon; bat, golf-club, table-leg, etc.)	2D6
Dagger	2D6
Hammer (War)	4D6 +10
Knife (Fighting/Long-bladed; Bowie Knife, Hunting Knife, etc.)	2D6 +3
Lance	4D6 +5
Mace	4D6 +10
Morning-star (Mace & Chain)	4D6 +15
Pike / Pole-arm / Pole-axe	4D6 +5
Rapier / Foil (Fencing Sword)	3D6
Sap (Blackjack)	2D6 +1
Scimitar / Cutlass / Falchion Sword	4D6
Spear	3D6 +5
Quarter Staff	2D6 +2
Sword	4D6
Sword (Broad)	4D6
Sword (Long)	4D6 +5
Sword (Short)	4D6
Sword (Two-handed)	4D6 +5
Trident (Fighting Fork)	3D6 +10
Whip	1D6 +5
Shock producing Energy Rod	1D6 (Stun RT - light)
Stunclub	4D6 (Stun RT - medium)

KLINGON WEAPONS

With a culture centered around battle, and glory Klingons have designed and perfected several hand-to-hand weapons easily as deadly, and often more so than those of any other culture. While there are well over 100 different weapons designed for close combat use by Klingon warriors, only the most common have been listed here.

KLINGON HAND-TO-HAND WEAPONS	
WEAPON	DAMAGE
Bat'leth	4D6 +15
BetleH (Companion Knife to a bat'leth)	2D6 +3
D'k tagh	2D6 +5 (2D6 +10, secondary blades extended)
Kut'luch	3D6 +5

Mek'leth	4D6
Mevak	3D6 +5
Painstick	3D6 (Stun RT, 3-5 hits, light 6-8, med. 9+, heavy)
Qang'taj	3D6 +5 (+5 when pulled from a wound)
QhonDoq (Assassin's Blade)	2D6 +5
Qis	2D6 +5 (+5 when pulled from a wound)
Tajtiq	2D6 +3
TiQ'leth (old-style bat'leth)	4D6 +15
Yan	4D6

OTHER CULTURES

Even the normally pacifistic Vulcans have, over the centuries, invented weapons for use in close combat that can inflict serious wounds. And while it would be impossible, and somewhat redundant to list every hand-held weapon ever featured on six STAR TREK series, and in 11 movies those listed here represent the most individual weapons for some of STAR TREK's more predominant cultures.

ALIEN HAND-TO-HAND WEAPONS	
WEAPON	DAMAGE
Ahn-woon (Vulcan)	1D6 +5 (Quickness RT, or be grappled/entangled)
Chaka (Andorian)	3D6 +10
Double Shadow Knife (Reman)	2D6 +3
Energy Whip (Ferengi)	Energy Weapon <i>setting 2</i> (R - 5/10/15/20 +5 , 1,000 charges)
Glavin (Ligonian)	2D6 +3 (claw) / 1D6 +3 + poison (spikes)
Jackal Knife (Reman)	2D6 +5
Kar'takin (Jem'hadar)	4D6 +5
Kuttar (Secarus IV)	2D6 +3
Lirpa (Vulcan)	4D6 (Blade) / 2D6 +10 (Blunt end)
Mortae (Ardanan)	2D6 +3
Nisroh (Tilonian)	2D6 +3
Reptilian Knife (Xindi)	3D6 +5
Sword (Nausicaan)	4D6 +2 (+5 when pulled from a wound)
Teral'n (Romulan)	4D6 +5
Thong (Ardanan)	Entangle/Ensnare (Agility AT to free)
Ushaan-tor (Andorian)	3D6 +5

ARCHAIC & NON-LETHAL RANGED WEAPONS

This chart covers most non-energy ranged weapons likely to be encountered during a STAR TREK roleplaying adventure. This includes everything from thrown knives, to sub-machine guns, including hand-held thrown weapons in common use in the 23rd and 24th centuries. Also included in this table are police-issue stunners and other non-lethal ranged weapons used to subdue personnel. Ranges should be according to the weapons chart in the Decipher Player's Guide (p. 181). For weapons from the Medieval period, or those technologically similar the ranges given in Decipher's **Lord of the Rings** roleplaying game could be substituted.

ARCHAIC & NON-LETHAL RANGED WEAPONS	
WEAPON	DAMAGE
Dagger/Knife (thrown)	2D6
Sling	1D6 (stone) / 1D6 +3 ("bullet")
Bolo	2D6
Bow	4D6 (+1/level, Archery/Bow skill)
Crossbow	4D6 (bolt) / 4D6 +5 (quarrels)
Spear / Javelin	3D6
Revolver	4D6
Rifle	4D6 +5
Automatic Pistol	4D6 +3
Automatic Rifle	4D6 +10
High-powered Rifle	4D6 +15
Carbine	4D6 +10
Shotgun	4D6 +20
Submaginegun	4D6 +30
Machinegun	4D6 +35
Stun Carbine	Energy Weapon <i>setting 1 or 2</i>
Police Stunner	Energy Weapon <i>setting 3</i>
Gas Pistol	Unconscious <small>(Stamina RT to resist)</small>
Net-Rifle	Entangled <small>(Agility AT to free)</small>
Miniaturized Stunner	Energy Weapon <i>setting 2</i>
Tanglegun	Entangled <small>(Agility AT to free)</small>
Kligat (aka Klugat - Capellan thrown weapon)	3D6 +5
Rudja (Tellarite thrown weapon)	1D6 + poison
Shathra (Orion thrown weapon)	3D6 +5

ENERGY WEAPONS

From Starfleet's Phasers, to Romulan Disruptors, to Gorn Blasters, energy weapons are a very commonplace occurrence in any space-faring culture, from the late 22nd century into the late 24th and beyond. To deal with all possible eras in which a STAR TREK roleplaying campaign can be set these damage charts have used a method of generalizing energy weapon damage levels based on the 16 available settings of a Starfleet Phaser in the late 24th century.

Wherever applicable the available settings for energy weapons in both the 23rd and 24th centuries have been given. If a weapon does not have an era specified, and/or only has one set of settings, it is to be assumed that this information applies to the era in which the culture, and the weapon in question is dealt with in canon STAR TREK (ie. Cardassians are only seen in the 24th century, therefore the information given for Cardassian weapons only applies to the weapons seen in use by Cardassians on Deep Space Nine)

STARFLEET WEAPONS	
WEAPON	SETTINGS
Phasepistol (22nd century)	3 / 4 / 7

Phaserifle (22nd century)	3 / 4 / 7 / 9
Phaser I (23rd century)	1 / 2 / 5 / 6 / 8
Phaser II (23rd century)	1 / 2 / 5 / 6 / 8 / 10
Phaser III (23rd century)	1 / 2 / 5 / 6 / 8 / 10 / 11
Phaser I (24th century)	1 - 8
Phaser II (24th century)	1 - 16
Phaser III (24th century)	1 - 16
KLINGON WEAPONS	
WEAPON	SETTINGS
Disruptor Pistol	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 16 (24th)
Disruptor Rifle	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 16 (24th)
Heavy Disruptor	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 16 (24th)
ROMULAN WEAPONS	
WEAPON	SETTINGS
Disruptor Pistol	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 16 (24th)
Disruptor Rifle	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 16 (24th)
ORION WEAPONS	
WEAPON	SETTINGS
Blast Pistol	3 / 5 / 7 / 9 (23rd) 3 / 5 / 7 / 9 / 12 / 14 (24th)
Blast Rifle	3 / 5 / 7 / 9 (23rd) 3 / 5 / 7 / 9 / 12 / 14 (24th)
CARDASSIAN WEAPONS	
WEAPON	SETTINGS
Plasma Pistol	3 / 5 / 8 / 12 / 14 / 16
Plasma Rifle	3 / 5 / 8 / 12 / 14 / 16
BAJORAN WEAPONS	
WEAPON	SETTINGS
Phaser Pistol	2 - 10
Phaser Rifle	2 - 10
JEM'HADAR WEAPONS	
WEAPON	SETTINGS
Hand Disruptor	3 / 5 / 7 / 9 / 12 / 14
Disruptor Rifle	3 / 5 / 7 / 9 / 12 / 14
ANDORIAN WEAPONS	
WEAPON	SETTINGS

Disruptor Pistol	1 / 2 / 3 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 12 / 16 (24th)
Disruptor Rifle	1 / 2 / 3 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 12 / 16 (24th)
Heavy Disruptor	1 / 2 / 3 / 5 (23rd) 1 / 2 / 5 / 7 / 10 / 12 / 16 (24th)
GORN WEAPONS	
WEAPON	SETTINGS
Blaster Mk I	3 / 5 / 8 / 12 (23rd) 3 / 5 / 8 / 12 / 14 / 16 (24th)
Blaster Mk II	3 / 5 / 8 / 12 (23rd) 3 / 5 / 8 / 12 / 14 / 16 (24th)
Sonic Disruptor	1 / 2 / 5 (23rd) 1 / 2 / 5 / 7 / 9 / 14 (24th)
Sonic Stunner	1 / 2 / 3 (non-lethal)
OTHER ENERGY WEAPONS	
WEAPON	SETTINGS
Blast Pistol	3 / 5 / 8 (23rd) 3 / 5 / 8 / 12 / 14 (24th)
Blast Rifle	3 / 5 / 7 / 9 (23rd) 3 / 5 / 7 / 9 / 12 / 14 (24th)
Plasma Pistol	3 / 5 / 9 / 12 (23rd) 3 / 5 / 9 / 12 / 16 (24th)
Plasma Rifle	3 / 5 / 9 / 12 / 14 (23rd) 3 / 5 / 9 / 12 / 14 / 16 (24th)
Mk. I Hand Disruptor	1 / 3 / 6 (23rd) 1 / 2 / 4 / 6 / 9 / 12 (24th)
Mk. I Disruptor Rifle	2 / 4 / 6 (23rd) 1 / 3 / 6 / 8 / 10 / 14 (24th)
Mk. II Hand Disruptor	1 / 2 / 5 (23rd) 2 / 3 / 4 / 8 / 10 / 12 (24th)
Mk. II Disruptor Rifle	3 / 5 / 7 (23rd) 3 / 5 / 6 / 10 / 12 / 14 (24th)
Mk. III Hand Disruptor	1 / 2 / 4 / 6 (23rd) 1 / 2 / 5 / 8 / 10 / 12 / 14 (24th)
Mk. III Disruptor Rifle	2 / 3 / 5 / 8 (23rd) 3 / 5 / 7 / 9 / 12 / 14 / 16 (24th)
Hand Laser	4 / 6 (23rd) 4 / 6 / 8 (24th)
Laser Rifle	4 / 6 (23rd) 4 / 6 / 8 (24th)

NOTES

The Damage factors given in these charts were calculated using the Decipher/CODA combat system and weapons charts supplied in the Player's Guide of Decipher's STAR TREK Roleplaying Game. These damage factors of some weapons have been enhanced to provide a higher level of damage, per wound. While this might seem more realistic for some weapons it can also lessen the cinematic quality of a game by allowing for more severe injuries to player characters. Narrators should only

incorporate these damage levels into a game that is less cinematic in it's play style.

The new damage levels and rules modifications given for Unarmed Combat have the opposite effect, allowing PCs to knock their adversaries out in a blow or two, and also allowing for a PC to be knocked out or subdued without any severe injury. Very useful if the Narrator needs a character to be captured, but also needs for her to function at her peak levels when she regains consciousness and tries to make her escape.

Individual Narrators should feel free to amend these charts to better reflect their own impressions of the weapons featured in the various STAR TREK series and movies. Some of the damage levels were based on information in the FASA Star Trek roleplaying game, and most of the information given on ancient, or medieval era weapons were derived from the Player's Handbook for Advanced Dungeons & Dragons (1st edition).

A Narrator could use the stats provided here for some weapons, while using the ones provided by the Player's Guide for others without disrupting the balance between weapon types. The boosted damage factors offered here are more for less lethal weapons (daggers, bows, etc.) and less for weapons more capable of doing serious damage according to the original CODA rules (archaic firearms, etc.). The actual damage caused by energy weapons has not been altered, here, from the original Decipher STAR TREK rules.

The Energy Weapons section of these charts is simply an expansion on the detailed stats given for Energy Weapons in the Decipher Player's Guide (p) and on the Narrator's Screen. While the Decipher rules include setting ranges for both Phasers and standard Disruptors, this article has expanded that information to include a wide variety of Disruptors used by different alien cultures, as well as other energy weapon types (Gorn blasters, for example) not covered by the original rules.

These setting values were calculated using the damage levels given in the FASA Star Trek RPG, as well as the information given in Last Unicorn Games' STAR TREK The Next Generation, and STAR TREK Deep Space Nine roleplaying material.

Using the information in these charts during actual game play will only alter the outcome of combat marginally; with the most obviously effected game mechanic being unarmed or hand-to-hand combat. By basing damage inflicted on a character's strength and allowing for damage modifications based on skill levels, unarmed combat is now much more dangerous. It is also easier, as stated above, to render an enemy unconscious quickly.

To further reflect the nature of combat in both the 23rd and 24th centuries, it is recommended that in tandem with using these weapon charts, Narrators increase healing rates by multiplying the rates given in the original rules by a factor of 3 for 23rd century characters, and 4 for those in the 24th century. This serves to reflect the rapidity with which STAR TREK characters recover from their injuries on the TV shows and in the movies.

This is not to say that an injury will not incapacitate a character for a lengthy period of time. Examples of characters being injured to the point of needing a few days bed rest or light duty have been shown on most of the STAR TREK series.

Some of the weapons listed here are often poisoned by their users before combat- the Orions, and some other less scrupulous groups have no qualms about tainting a bladed weapon with a highly potent toxin so as to inflict the maximum damage, or even an instantaneous death upon their opponent. The rules for toxins found in the STAR TREK Narrator's Guide (pp. 227-228) apply. And the GM should be able to extrapolate information on the toxins listed there, as well as published information on the poisons employed by the cultures who's weapons are featured here to arrive at a method of calculating resistance test numbers and effects for each of these poisoned weapons.