

TABLE 7.8: STARSHIP COMBAT TEST RESULTS

MARGIN OF SUCCESS	RESULT
Below TN	Ship missed (no effect on shields)
Equals TN	Marginal Success: Apply damage normally; do not reduce shield strength
1-5 above TN	Complete Success: Reduce shield strength by 1
6-10 above TN	Superior Success: Reduce shield strength by 2
11+ above TN	Extraordinary Success: Reduce shield strength by 3

TABLE 1.20: SHIELD STRENGTH TRACK

This table replaces Table 7.9: Shield Strength Track found on page 114 of the Narrator's Guide

STRENGTH	EFFECT (IF ANY)
10	Full strength
9	Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)
8	
7	Shield protection rating reduced by 1
6	
5	Primary system hit, make a roll on Table 7.10 (<i>Star Trek RPG Narrator's Guide</i>)
4	Shield threshold reduced by 1 (minimum 0)
3	
2	Bridge hit, console explodes! (1d6 wounds)
1	Primary system hit, make a roll of Table 7.10 (<i>Star Trek RPG Narrator's Guide</i>)
0	Shields down! Protection set to 5, no threshold.

TABLE 1.5: SYSTEM DAMAGE TRACKS

SENSORS

F	-1 helm maneuvers
E	-1 all maneuvers
D	-1 initiative
C	-2 tactical maneuvers
B	cannot execute: lock on
A	system offline: vessel blind

OPERATIONS

F	-1 initiative
E	-1 command maneuvers
D	-1 computer use tests
C	-2 initiative
B	-2 all maneuvers
A	systems offline: cloak offline

LIFE SUPPORT

F	emergency lighting: -1 to all physical tests
E	console explodes! TN 10 stamina or stun 1d3 rds
D	console explodes! TN 10 quickness or 1d6 wounds
C	gravity failing: -2 all physical tests
B	thin atmosphere: TN 10 stamina or stun 1d6 rds
A	systems failing: 2d6 rounds to abandon ship

PROPULSION

F	-1 initiative
E	-1 to helm maneuvers
D	-1 initiative
C	-2 to helm maneuvers
B	-2 initiative
A	system offline: core breach!

WEAPONS

F	immediately lose lock on
E	-1 tactical maneuvers
D	-1 penetration all arrays
C	no tier 2 tactical maneuvers
B	-2 to tactical maneuvers
A	system offline

SHIELDS

F	-1 shield strength
E	-1 shield strength
D	-1 protection rating
C	-1 threshold
B	-2 protection rating
A	system offline: shields down

TABLE 7.4 COMPUTER ACCESS

PROMOTION	RANK	SYSTEM	BASE TN	ACTION TIME
0	Ensign	Personal Files, Shared programs	15	Variable rounds
1	Lieutenant (j.g)	Simple functions (turbolift, door)	15	Variable minutes
2	Lieutenant	Single system (navigation, transporter)	15	Variable minutes
3*	Lieutenant Commander	Vital system (life support)	20	Variable minutes
4+**	Commander	Computer core	25	Variable hours

* Or Command 1 edge; a PC with Command 1 gains access to systems as though he were Promotion 3.

** Or Command 2 edge; a PC with Command 2 gains access to systems as though he were Promotion 4 or better.

TABLE 7.7: STARSHIP RANGE INCREMENTS

RANGE	APPROXIMATE DISTANCE
Point Blank (1)	1,000 km
Short (2)	10,000 km
Medium (3)	50,000 km
Long (4)	100,000 km
Extended (5)	200,000 km
Extended +1	+100,000 km

TABLE 7.10: SYSTEM DAMAGE

Roll 2d6 and consult the correct chart based on the vessel's classification.

LIGHT/FAST CLASSIFICATION

ROLL	SYSTEM
2	Life Support
3	Shields
4	Weapons
5-7	Operation
8-9	Sensors
10	Propulsion
11	All Systems
12	All Systems x2

HEAVY/WARSHIP CLASSIFICATION

ROLL	SYSTEM
2	Life Support
3	Shields
4-5	Weapons
6-7	Operations
8-9	Propulsion
10-11	Sensors
12	All Systems

ALL OTHER VESSEL CLASSIFICATIONS

ROLL	SYSTEM
2	Life Support
3-4	Shields
5-6	Weapons
7-8	Operations
9	Sensors
10	Propulsion
11	Weapons & Operations
12	All Systems

TABLE 7.14: EMERGENCY REPAIRS

PROCEDURE	TIME	TN	FAILS IN...	RELIABILITY TN
Quick Fix	1/2 hour	15	3 hours	10
Bypass	10 minutes	15	1 hour	15
Patch	1 minute	15	10 minutes	20
Jury-Rig	1 full-round action	20	10 rounds	25

TABLE 1.4: RELIABILITY MODIFIERS

Use this table or Table 9.4: Reliability Modifiers on page 137 of the Narrator's Guide.

SYSTEM RATING	RELIABILITY MODIFIER
A	+0
AA	+1
B	+2
BB	+3
C	+4
CC	+5
D	+6
DD	+7
E	+8
EE	+9
F	+10

TABLE 7.2: SENSOR TEST MODIFIERS

SCAN FOR	TN MODIFIER
GENERAL INFORMATION (mass, diameter, spectral class, radiation, atmospheric content)	TN 5
LOCATE ABUNDANT SPECIFIC ELEMENTS; SPECIFIC LIFE-FORMS (iron, granite, nitrogen, radiation)	TN 10
UNCOMMON SPECIFIC ELEMENTS (uranium, dilithium, duranium, a specific Human among aliens)	TN 15
RARE OR DIFFICULT TO DETECT ELEMENTS (antiprotons, kelbonite, a specific Human among other Humans)	TN 20
SPECIFIC ELEMENTS BEYOND SENSOR CAPABILITY (solanagen, silicon-based lifeforms)	TN 25

* Sensors can be recalibrated to detect specific elements, reducing the TN (see "Recalibrate Sensors," below).

TABLE 7.3: EXTENDED SENSOR TEST TN'S

AREA	AGGREGATE TN
Planet	TN x 10
Continent	TN x 8
City	TN x 6
City Block/large ship	TN x 4
Building/small ship	TN x 2
Room	TN

TABLE 7.13: SYSTEM REPAIR TN'S

SYSTEM DAMAGE	TN	EST. REPAIR TIME (AVG.)
One Block	15	1.5 hours
Two Blocks	30	3 hours
Three Blocks	45	4.5 hours
Four Blocks	60	6 hours
Five Blocks	75+	Variable

TABLE 10.3: CLOSE COMBAT WEAPONS

MELEE WEAPON	PARRY MODIFIER	DAMAGE (+ STR modifier)
Ahn-woon	-3	1d3+grapple
Axe	-1	2d6+2
Ba'leth	+2	2d6+5
Club	+1	1d6+1
D'k tahg	-2 (-1)	1d6+2
Knife	-2	1d6+2
Lirpa	+1	2d6+4 (blade)/2d6+1 (club)
Mace	-1	2d6+1 (2d6+3 if spiked)
Mek'leth	+1	2d6+3
Staff	+2	1d6+2
Stunrod	-2	1 + stun (power setting 1 to 3)
Saber	+1	2d6+1
Sword	+0	2d6+3

RANGED WEAPONS: ENERGY WEAPONS

WEAPON RANGE

24TH-CENTURY PHASERS

Phaser I	5/10/25/50/+10
Phaser II	5/20/50/100/+20
Phaser III rifle	5/40/80/160/+40
Phaser III-B rifle	5/50/100/200/+50
Phaser III-C rifle	5/50/100/200/+50

23RD-CENTURY PHASERS

Phaser I	5/10/20/30/+10
Phaser II	5/20/40/80/+20

TABLE 6.18A PHASER & DISRUPTOR EFFECTS

POWER	SETTING	CHARGES	DAMAGE	NOTES
1	Light Stun	1	stun*	Stun a Human for 5 minutes
2	Medium Stun	2	stun*	Stun a Human for 15 minutes or a Klingon for 5 minutes
3	Heavy Stun	3	1+stun*	Stun a Human for 1 hour or a Klingon for 15 minutes
4	Light Thermal	5	1d6+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	Medium Thermal	8	2d6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	Heavy Thermal	12	3d6+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	Light Disrupt A	15	5d6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	Light Disrupt B	20	10d6+36	Vaporize a humanoid
9	Light Disrupt C	30	Kill	Vaporize resilient alloys (beam may ricochet)
10	Medium Disrupt A	40	Kill	Vaporize any substance (energy rebound prior to vaporization common)
11	Medium Disrupt B	50	Kill	Explode 10 cubic meters of rock into rubble
12	Medium Disrupt C	60	Kill	Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt A	70	Kill	Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt B	80	Kill	Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt C	90	Kill	Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt D	100	Kill	Explode 600 cubic meters of rock into rubble

* See "Stun Effects," below

TABLE 6.19: STUN EFFECTS

SETTING AND POWER	REACTION TN	DURATION	EFFECT (FAILED/SUCCESSFUL*)
1 Light Stun	9	3d6x3 rounds	Unconscious/-5
2 Medium Stun	12	2d6+3 minutes	Unconscious/-9
3 Heavy Stun	15	1d6x10 minutes	Unconscious/-12

*The listed penalty applies to physical tests (including combat-related tests); for academic tests apply half the listed penalty.

HIT LOCATION TABLE

2d6	BODY PART	TN MODIFIER
12	Head or Neck (attacker's choice)	+12
11	Head	+12
10	Torso (2d6: vitals on 9-12)	+6 (+12)
9	Arm (off-hand/left)	+9
8	Torso	+6
7	Torso	+6
6	Arm (dominant/right)	+8
5	Leg (dominant hand's side/right)	+8
4	Leg (off-hand's side/left)	+8
3	Hand (1d6: dominant on 1-4, off-hand on 5-6)	+10
2	Foot (1d6: right on 1-3, left on 4-6)	+10

INJURY AND FATIGUE

WOUND LEVEL	PENALTY	FIRST AID/STAMINA TN
Dazed	-1	10
Injured	-3	15
Wounded	-5	20
Incapacitated	-7	25
Near Death	-9	30

FATIGUE LEVEL	PENALTY	RECOVERY TIME
Winded	-1	10 minutes
Tired	-2	1 hour
Fatigued	-4	2 hours
Exhausted	-8	4 hours
Collapsed	unconscious (-10)	TN 10 Stamina*

*To recover to Exhausted, a collapsed character must succeed on a Stamina test against TN 10 (to which a -10 Fatigue penalty applies. Make a test once per round in combat, or once per minute outside combat. A successful TN 10 First Aid test lowers the Stamina TN based on degree of success (marginal -3, complete -5, superior -10, extraordinary -20).

TABLE 6.17: RANGED COMBAT MODIFIERS

RANGED COMBAT MODIFIERS

RANGE CATEGORY	TEST TN
Point Blank	-2
Short	0
Medium	+2
Long	+4
Extended	+2 TN/movement

SITUATION TN MODIFIER

Defender prone	+5 TN
Attacker in advantageous position	-1 to -5 TN*
Defender in advantageous position	+1 to +5 TN*
Defender behind cover	See Table 6.21

TARGET'S SIZE

1/8 man-sized (.25 m height)	+9 TN
1/4 man-sized (.5 m height)	+8 TN
1/2 man-sized (1 m height)	+6 TN
Man-sized (approx. 2 m height)	+0 TN
1.5 x man-sized (3 m height)	-4 TN
2 x man-sized (4 m height)	-6 TN
3 x man-sized (6 m height)	-8 TN
4 x man-sized (8 m height)	-12 TN

TARGET MOTION

Moving 3 to 6 m per round (walk)	+2 TN
Moving 7-12 m per round (jog)	+4 TN
Moving 13-18 m per round (run)	+6 TN
Moving 19-40 m per round (sprint)	+9 TN
Moving 41-80 m per round	+12 TN
Moving 81-160 m per round	+15 TN
Moving 161+ m per round	+20 TN or more
Off-hand penalty	+8 TN**

TABLE 6.20: ARMOR & COVER PROTECTION

ARMOR TYPE

Cardassian body armor
Klingon body armor

DAMAGE ABSORBED

5 (physical damage only)
7 (physical damage only)

COVER TYPE

Thin wooden door
Wooden door
Thin metal door
Reinforced metal door; large rocks
Armored metal bulkhead
Heavily armored security door

DAMAGE ABSORBED

6 (all types)
8 (all types)
10 (all types)
14 (all types)
20 (all types)
24 (all types)

DAMAGE SUSTAINABLE

5
10
15
25
40
50

SHOOTING AROUND COVER/CALLED SHOTS

DEGREE OF COVER

100% (nothing exposed)
75% (head, arm exposed)
50% (some or all of upper body exposed)
25% (all upper body, some lower body exposed)
10-24% (most of body exposed)

TN MODIFIER

Impossible to shoot around (+12)
+8 TN
+6 TN
+4 TN
+2 TN

TABLE 6.6: UNIVERSAL TARGET NUMBERS

DIFFICULTY	BASE TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

TABLE 6.7: TEST MODIFIERS SUMMARY

PHYSICAL TESTS

Attribute Tests: Agility, Perception, Strength, and Vitality

Reaction Tests: Stamina and Quickness

Skill Tests: Armed Combat skill group, Athletics, Conceal, Construct, Craft skill group, Demolitions, First Aid, Forgery, Gymnastics, Indoctrinate, Investigate, Observe, Ranged Combat skill group, Repair, Sleight of Hand, Sport, Stealth, Survival, System Operation, and Unarmed Combat skill group

SOCIAL TESTS

Attribute Tests: Presence

Reaction Tests: Savvy and Willpower

Skill Tests: Entertain skill group, Gaming, Impersonate, Influence, Inquire, Negotiate, and Persuade

ACADEMIC TESTS

Attribute Tests: Intellect and Perception

Reaction Tests: n/a

Skill Tests: Appraise, Computer Use, Engineering skill group, Enterprise skill group, Knowledge skill group, Language skill group, Medicine, and Science skill group

PSIONIC TESTS

Attribute Tests: Psi (see Psionic edge, ST: PG page 136)

Reaction Tests: Willpower

Skill Tests: Empathy, Mind Control, Mind Shield, and Telepathy

TABLE 6.12: DEGREE OF SUCCESS

TEST RESULT	DEGREE OF SUCCESS/FAILURE	TIME MOD.
11+ below TN	DISASTROUS FAILURE—the attempt makes matters worse if possible	base time x 1.5
6-10 below TN	COMPLETE FAILURE—the attempt fails and may prevent further attempts	base time
1-5 below TN	FAILURE—the attempt fails, but the character may try again at a -2 test penalty	base time
equals the TN	MARGINAL SUCCESS—the character achieves the basic objective with only minor complications or setbacks	base time
1-5 above TN	COMPLETE SUCCESS—the character achieves his objectives with no setbacks whatsoever	3/4 base time
6-10 above TN	SUPERIOR SUCCESS—the character performs beyond expectations, possibly gaining an additional advantage such as a reduced test duration	1/2 base time
11+ above TN	EXTRAORDINARY SUCCESS—the character performs far beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in the next round or the ability to perform an additional action at half the normal cost	1/4 base time

TABLE 6.2: COMBAT ACTIONS

ACTION	COST	EFFECT	TEST
Aim	1	+1 or +3 to attack test	no test (see Table 6.15)
Dodge	1	dodge incoming attack	Quickness reaction test (TN: opposed)
Draw	1	draw weapon	no test
Armed Attack	1	attack with melee weapon	attack test (TN 10+)
Ranged Attack	1	attack with ranged weapon	attack test (TN: range)
Reload	1	change ammunition/setting	no test
Recover	1	pick up dropped weapon	no test
Unarmed Attack	1	punch, kick, grapple	attack test (TN 10+)
Parry	1	block incoming attack	attack test (TN: opposed)

PACE & MOVEMENT ACTIONS

ACTION	COST	BMR	EFFECT	FATIGUE TIME	TEST
Crawl/Step	1	x 0.33	move 2 m	6 hrs/3 hrs	no test
Walk	1	x 1	move 6 m	4 hrs/2 hrs	no test
Jog	1	x 2	move 12 m	2 hrs/1 hr	no test
Run	F/R	x 3 (x 6)	36 m per round	1 hr/30 min	Run (TN 5+)*
Sprint	F/R	x 4 (x 8)	48 m per round	10 min/5 min	Run (TN 10+)*
Swim	1	x 0.4	move 2.4 m	1 hr/30 min	Swim (TN 10+)*
Jump, horizontally	1	x 0.5	jump 3 m horizontally	—	Jump (TN 10+)*
Jump, vertically	1	x 0.13	jump 0.8 m vertically	—	Jump (TN 10+)*
Climb	1	x 0.5	climb 3 m	1 hr/30 min	Climb (TN 10+)*
Drop Prone	1	—	become prone	—	no test
Stand Up	1	—	stand from prone	—	Agility (TN 5+)*

*A test is required only if the character is engaged in combat or if the character attempts to move farther than normally allowed by the action. If the moving character is involved in a combat situation, test TNs normally increase by +5. More detailed movement rules and typical TNs can be found under 'CODA Rules Revisions' in the *Heren Turambar's Compendium*.

TABLE 6.9: SOCIAL TEST MODIFIERS

CONDITION	TEST RESULT
Environmental factors make communicating difficult	-3 to -9
Character demonstrates evidence/sincerity	+3 to +9
INTERACTION STANCE	
Subject is loyal/devoted	+10
Subject is friendly/pacifistic	+5
Subject is indifferent	+0
Subject is aggressive/unfriendly	-5
Subject is hostile/violent	-10
Subject speaks a different native language	-5 to -15

TABLE 6.10: ACADEMIC TEST MODIFIERS

CONDITION	TEST MODIFIER
Character is situated in comfortable surroundings	+0 TN
MEMORY LOSS	
Character suffers from mind-altering drug/toxin	-5 to -10 TN
Character suffers from selective amnesia	-3 to -9 TN
Character suffers from near total amnesia	-10 to -15 TN
DISTRACTIONS	
Character is engaged in life-threatening situation	+5 to +10 TN
Character is engaged in by loud noise/talking	+3 to +6 TN
Character is affected by environmental factors	1/2 physical modifier (see table 6.8)

TABLE 6.8: PHYSICAL TEST MODIFIERS

CONDITION	TEST MODIFIER*
VISIBILITY & LIGHTING	
Clear Visibility/ideal lighting	+0 TN
Dim lighting	+/-2 TN**
Darkness	+/-5 TN**
Dense smoke/fog	+/-5 TN**
Light rain	+/-1 TN**
Heavy rain	+/-3 TN**
EXTREME TEMPERATURE	
Temperate	+0 TN
Uncomfortable heat/cold	+2 TN
Extreme heat/cold	+5 TN
TERRAIN	
Flat/unobstructed terrain	+0 TN
Uneven/lightly obstructed terrain	+/-3 TN**
Broken/heavily obstructed terrain	+/-5 to +/-10 TN**
Slick surface/uncertain footing	+3 TN
Slippery surface/poor footing	+7 TN
Frictionless surface/no footing	+12 TN
Low gravity/heavy gravity environment	+/-3 to +/-7 TN**
Zero gravity environment	+/- 7 TN**
Disadvantageous position	+3 to +9 TN
Advantageous position	-3 to -6 TN
EQUIPMENT MODIFIERS (FOR TESTS REQUIRING EQUIPMENT)	
Adequately equipped	+0 TN
Inadequately equipped/using inferior tools	+5 TN
Equipped with jury-rigged/makeshift tools	+10 TN
Totally unequipped	+15 TN
Character well equipped/using superior tools	-5 TN
Equipped with advanced/precision tools	-10 TN
Wearing an EVA suit	+2 TN
OFF-HAND PENALTY***	+8 TN

*Characters making opposed tests against characters suffering the same modifiers need not factor modifiers into the test except in cases where relative modifiers favor one of the opponents.

**+/- indicates that the modifier is relative. For example, a character trying to hide in broken ground gains a benefit from

TABLE 6.11: PSIONIC TEST MODIFIERS

CONDITION	TEST MODIFIER*		
ENVIRONMENTAL INTERFERENCE			
Psionics warping/dampening energy fields	+/-1 to +/- 6**		
Dense matter between character and subject	+/-1 to +/- 3**		
Multi-mind interference/emotional noise	+/-3 to +/- 6**		
NUMBER OF MINDS AFFECTED/TARGETED			
2 minds	+/-1		
3 to 4 minds	+/-2		
5 to 8 minds	+/-4	RANGE	MODIFIERS
9 to 16 minds	+/-6	Point Blank	+2
17 to 32 minds	+/-8	Short	+0
33 to 64 minds	+/-10	Medium	-2
65 to 128 minds	+/-12	Long	-4
129 to 256 minds	+/-14	Extreme	-2/movement
257 to 512 minds	+/-16		
513 to 1024 minds	+/-18 etc		
DISTRACTIONS			
Character is engaged in life-threatening situation	+5 to +10		
Character is surrounded by loud noise/talking	+3 to +6		
Subject beyond long range (per 50m increment)	+/-5**		
SPECIES			
Subject is of same species as character	+0 TN		
Subject is of similar species (mentally)	+/- 3 to 6**		
Subject is of radically different species (mentally)	+/- 15 to 15**		