# Section 17: Ship's Officers

V17.00   Officer Skills

> V17.01   These rules are used in place of the SFB Legendary Officer [G22.0] rules, except where SFB rules are specifically referenced.
> V17.02   No unit is required to increase its Officer's Ratings or otherwise take advantage of the rule modifications shown here.
> V17.03   The terms "Rating" and "Skill Level" are used interchangeably within the Border Patrol rules.
> V17.04   Not all units have "Officers" as defined in these rules (or have Officers that are permanently at Skill Level 0). Such units include: shuttles (all types), Mobile Bases [R1.24], ground defense stations [V5.20], Monitors [V5.20], Supply Convoy ships [V2.50], Auxiliary Units[V15.00], Fighters [J0.0], PFs [K0.0], Incidental Units [V16.00] and FRDs [R1.10].
> V17.05   The effects of Officers are cumulative with the effects of Crew Quality [V18.80 and V18.90], unless noted otherwise.

> V17.10   General Rules for Officers

> V17.11   Each player-controlled unit, except as noted in V17.04, on the Strategic Map has six (6) Officers that may alter the unit's effectiveness in play (both at the Strategic and Tactical levels). Each Team's Starbase has the same Officers, as will any Base Station or Battle Station built by the Team.
> **Exceptions:** Bases with Supply Officers [V20.70], Bases or Carrier units with a Crew Chief [V12.40].
> V17.12   Each unit retains its set of Officers for the duration of Play, or until the unit is destroyed, or an Officer is killed *via* V17.90, or until mothballed [V4.70]. Officers may not be transferred from unit to unit. Any Officer killed under V17.90 is assumed to be replaced by another (same) Officer with a Rating of 0 the next Strategic Turn that the unit is In Supply [V2.00].
> V17.13   It is assumed that Officers perish with their units, unless a rescue of the crew is successfully performed. The chance that a given Officer survives is equal to the percentage of the surviving crew that escaped. Roll for each Officer separately.
> V17.14   Any Officer who survives the destruction of his/her unit has his/her Rating reduced by two (2) but not below 0. It may be raised again by the application of Crew Points [V17.80]. They are assumed to be assigned to the next unit built by the Team that is of the same type/class as the destroyed unit from which they escaped. The Officer's Crew Point total is

reduced to the minimum necessary to retain their new Rating.

V17.15      The six Officers found on every unit (as per V17.11) are:

> Captain [V17.20]
> Science Officer [V17.30]
> Helmsman [V17.40]
> Weapons Officer [V17.50]
> Chief Engineer [V17.60]
> Chief Medical Officer [V17.70]

V17.16      Each Officer has a Rating. Ratings are initially zero (0), but may be increased, to a maximum of nine (9) for a given Officer, using V17.80.
**Exception:** Units with irrevocably Poor Crew Quality [V18.15].

V17.17      Any Officer may choose to **not** use any given ability at any given moment in time, at the discretion of the player controlling the unit on which the Officer is located. Choosing to not use an ability does not preclude the use of the ability at a later time.

V17.18      Any Officer's ability that is not appropriate to the particular unit the Officer is on should be disregarded. For example, since a Starbase may not perform Erratic Maneuvers, that specific ability of the Starbase's Helmsman is ignored.
**Exception:** Bases with Supply Officers [V20.70]

V17.19      Legendary Officer rule G22.121 applies to all Officers with a Rating of 1 or greater. Additionally, D8.32 applies when repairing Critical Hts.

V17.20    The Captain

V17.21      The Captain is the commander of the unit he is aboard. On the Tactical level, the Captain has eight (8) abilities:

V17.211    **Substitution:** A Captain with a Rating of 3 or more may substitute for any other Officer *except* the Chief Medical Officer [V17.70], Base Supply Officer [V20.70] or Deck Crew Chief [V12.30]. This may only occur if the Officer for whom the Captain wishes to substitute is dead or wounded [V17.90]. The Captain may only substitute for one Officer per Tactical turn, and must spend one Tactical turn between substitutions (including the original one). The Captain must obey V17.92 when substituting for another Officer, and may not use any other abilities in V17.21 while using V17.211. The Captain performs as if s/he was the Officer being substituted for and if s/he had a Rating equal to the Captain's Rating, minus two (2).

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│                 EXAMPLE                   │
│                                           │
│  A Captain with a Rating of 6 substitutes │
│  for a Chief Engineer who has been        │
│  injured. The Captain performs as a Chief │
│  Engineer with a Rating of 4 while        │
│  substituting.                            │
└─────────────────────────────────────────┘
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V17.212  **Bluffing:** A Captain with a Rating of 1 or more may bluff as per G22.21. The square root (round down) of the Captain's Rating is a modifier to the bluffing die roll. If two Captains try to bluff each other, the one with the highest Rating rolls first; if their Ratings are equal, then whichever Team had Strategic Initiative [V1.20] rolls for bluffing first. First successful bluff wins. A given Captain may make only one (1) bluff attempt per battle (note that a successful Pursuit results in a new battle).

V17.213  **Weapon Status:** The Captain's Rating is added to all Weapon Status die rolls [V13.410] made by the unit.

V17.214  **Capture Enemy Units:** If the unit the Captain commands is destroyed in combat under Catastrophic Damage [D21.0], then roll 2d6. If the result is less than or equal to the square root (round down) of the Captain's Rating, then roll 1d6. If the result is a one (1), then the Captain has managed to beam aboard the nearest unit (friendly or otherwise) within transporter range with all surviving Officers and enough crew units to capture that unit, if needed. (Don't bother asking *how*...you don't want to know)

V17.215  **Emergency Life Support:** The Captain may use Emergency Life Support [B3.1], at any time his/her ship in not crippled [S2.4], by rolling under his/her Rating on 1d6. Only one roll per battle may be attempted, and if it is failed the ship may not use Emergency Life Support during that scenario/battle unless and until it is actually crippled.

V17.216  **Improvised Weapons:** The Captain may use a probe as a weapon [G5.3], even if his/her ship is not crippled [S2.4], by rolling under his/her Rating on 1d6. This roll is made each time the Captain wishes to use a probe as a weapon; if it is failed, that does not preclude it being successful in a later tactical turn.
**Exceptions:** A unit with Poor Crew Quality [V18.826] or a unit with Outstanding Crew Quality [V18.926]

V17.217  **Control Repair:** The Captain's Rating is treated as a number of Lab boxes that require no energy when rolling to repair any Control System [G2.11] using EDR [D14.0]. D14.24 still applies. The Captain may not use any other ability during the same Turn.

V17.218  **Surprise:** When the unit is Surprised [D18.0], such as in V4.63,

subtract the square root (round down) of the Captain's Rating from all reactivation rolls [D18.3]. This is in addition to any bonus or penalty from Crew Quality [V18.827 and V18.927]. If the unit's Captain has a Rating in excess of one (1), the unit may roll for reactivation on the first tactical turn.
**Exception:** A Unit with a Poor Quality Crew [V18.827].

V17.22    On the Strategic Level, the Captain has effects on certain Random Events. The Captain may **not** substitute for other Officers on the Strategic Level.

V17.30    The Science Officer

V17.31    A unit's Science Officer is responsible for the accurate collection, processing, and distribution of data aboard the unit. Of necessity, the Science Officer works closely with the unit's sensors and scanners.

V17.32    At the Tactical level, the Science Officer has seven (7) abilities:

V17.321    **Seeking Weapon Identification:** The square root (round down) of the Science Officer's Rating is added to the die rolls for Seeking Weapon Identification using G4.2, and subtracted from rolls made using G24.25. This is in addition to any bonus or penalty from Crew Quality [V18.845 and V19.946].

V17.322    **Seeking Weapon Control:** The square root (round down) of the Science Officer's Rating, minus one (1), is subtracted from the roll to break seeking weapon locks [G24.22]. This is in addition to any bonus or penalty from Crew Quality [V18.845 and V18.946].

V17.323    **Tactical Intelligence:** Where Tactical Intelligence [D17.0] comes into play, the square root (round down) of the Science Officer's Rating, minus one (1), is the number of levels [D17.3] "better" of intelligence gained (*e.g.* at Rating 9, Level B becomes Level D). This is cumulative with the effects of Crew Quality [V18.846 and V18.947], but a level better than M cannot be obtained.

V17.324    **Information Points:** The Science Officer's Rating is added to the Information Points accumulated by the ship [G4.1] each Tactical Turn, as long as at least one (1) Information Point is gained by other means.

V17.325    **Mine Detection:** The Science Officer's Rating is added to the detection ranges in M7.11 and M7.32, over and above any range increases afforded by Special Sensors. This is in addition to any bonus or penalty from Crew Quality [V18.844 and V19.945].

V17.326    **Lab, Sensor, Scanner Repair:** The Science Officer's Rating is treated as a number of Labs, for which no power is needed, when rolling to repair Labs, Sensor track [D6.1] hits, or Scanner track

[D6.2] hits using EDR [D14.0]. D14.24 still applies. This ability may only be used for Lab, Sensor or Scanner boxes, and may only be used for one type of box per tactical turn. If the unit lacks Labs entirely (*i.e.* never had them to begin with), the ability may be used to repair one Control System box (see V17.217) instead, if there are no undamaged Control System boxes. The Science Officer may not use any other ability during the same Turn.

V17.327    **Critical Hit Repair:** The Science Officer may attempt to repair any one (1) Critical Hit [D8.0] per Turn. The square root (round down) of the Science Officer's Rating is subtracted from the roll made to repair a Critical Hit. The Science Officer may not work on the same Critical Hit as the Helmsman, Weapons Officer, Chief Engineer or Chief Medical Officer does during the same turn. The Science Officer may not use any other ability during the Turn that this ability is used.

V17.33    On the Strategic Level, the Science Officer can enable ships with damaged Sensors to regain normal Zones of Control [V9.00] and also has effects on some Random Events.

V17.40    The Helmsman

V17.41    The role of the Helmsman is to control the unit's movement, course, and speed.

V17.42    During Tactical battles the Helmsman has the following abilities:

V17.421    **Breakdown:** The square root (round down) of the Helmsman's Rating, minus one (1), is subtracted from all Breakdown [C3.6 and C6.5] rolls. This is in addition to any bonus or penalty from Crew Quality [V18.831 and V19.931].

V17.422    **Asteroid/Ring Damage/Planetary Collision:** The Helmsman's Rating is subtracted from the total Planetary Ring [P2.223] and/or Asteroid [P3.2] damage sustained by the unit each Turn. The square root (round down) of the Helmsman's Rating is subtracted from the roll to avoid Planetary Collision [P2.231]. These effects are in addition to any bonus or penalty from Crew Quality [V18.837 and V19.937]. If the result for Asteroid or Ring damage is less than 1, the unit sustains no damage that Turn.

V17.423    **Turn Mode:** When determining the unit's Turn Mode at a given speed, add the square root (round down) the Helmsman's Rating, minus one (1), to the speed at which the unit may travel with a given Turn Mode. This is an adjustment as per C3.22.

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> ### EXAMPLE
>
> The Klingon D7D ordinarily has a Turn Mode of 3 in the speed range 11-15. If the ship had a Helmsman with a Rating of 6, it would have a Turn Mode of 3 in the speed range of 13-17.

V17.424   **Quick Reverse:** The square root (round down) of the Helmsman's Rating, minus one (1), is added to all Quick Reverse [C3.6] rolls, even for Nimble Ships [C11.0]. This is in addition to any bonus or penalty from Crew Quality [V18.834 and V19.934].

V17.425   **Erratic Maneuvers:** The square root (round down) of the Helmsman's Rating, minus one (1), is subtracted from the movement cost (*e.g.* hexes of movement) for the unit to perform Erratic Maneuvering (EM) [C10.0], as defined in C10.11.

V17.426   **Tumbling:** If the unit is indicated to start tumbling [C6.55] (as from breakdown, *etc.*), roll 2d6. If the result is less than or equal to the Helmsman's Rating, the unit avoids tumbling effects (*i.e.* doesn't tumble).

V17.427   **HET:** The square root (round down) of the Helmsman's Rating, minus one (1), is subtracted from the movement cost (*e.g.* hexes of movement) needed for the unit to perform a High Energy Turn (HET) [C6.0], as defined in C6.21. Normal breakdown rolls (albeit modified by V17.422) still apply.

V17.428   **Critical Hit Repair:** The Helmsman may attempt to repair a Critical Hit [D8.0] that disables the unit's ability to maneuver [D8.2]. The square root (round down) of the Helmsman's Rating is subtracted from the roll made to repair the Critical Hit. The Science Officer and Chief Engineer may not work on the same Critical Hit as the Helmsman does during the same turn. The Helmsman may not work on any other Critical Hit, or use any other ability during the same Turn as attempting Critical Hit repair.

V17.429   **Acceleration:** The square root (round down) of the Helmsman's Rating, minus one (1), is added to the maximum increase in the speed of the unit for the tactical turn. This creates an exception to C2.21. This rule does not increase the maximum speed of the unit, allow Impulse power to be used for more than one (1) hex of movement per turn, or allow the unit to move without paying its normal movement cost. This rule may be used to improve the ability of the unit to *decelerate*, but can only be used for either acceleration or deceleration during a given tactical turn.

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### EXAMPLE

Typically, non X-ship units may only increase speed by 10, or twice their current speed. If a unit had a Helmsman with a Rating of 5, then the unit could increase speed by 11, or by twice its current speed plus one. [Sqrt(5) − 1 = 2 − 1 = 1]

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V17.43   On the Strategic Level, the Helmsman has the ability to avoid his/her unit becoming lost as a consequence of sub-light evasion. See V13.914.


V17.50   The Weapons Officer

V17.51   The Weapons Officer controls weapons lock and firing, manages electronic warfare, and works with the unit's shields.

V17.52   On the Tactical level, the Weapons Officer can do the following:

V17.521   **Electronic Warfare:** The square root (round down) of the Weapons Officer's Rating, minus one (1), is treated as a pool of Electronic Warfare (EW) [D6.31] points. These may be used in addition to whatever other EW the unit has/generates, and are considered "natural", requiring no energy or circuits to produce (so long as the unit is producing at least one EW point *via* "normal" means - but **not** *via* borrowing [D6.3144]). These points may be "swung" at the appropriate time in each Impulse. If the Weapons Officer is aboard a unit equipped with Special Sensors, then the EW point(s) s/he generates may be lent as per G24.21. This rule is cumulative with V18.921 and V18.9221 and the total EW of the unit may exceed the limit in D6.314. This ability cannot be used if the unit is not using Active Fire Control [D6.6]

V17.522   **Direct-Fire:** When firing direct-fire weapons [E0.0], the square root (round down) of the Weapon's Officer's Rating, minus one (1), is subtracted from all hit rolls, as per E1.812. This cannot generate a negative (leftwards) column shift.

V17.523   **Critical Hit Repair:** The Weapons Officer may attempt to repair a Critical Hit [D8.0] that disables the unit's Active Fire Control [D8.2]. The square root (round down) of the Weapons Officer's Rating is subtracted from the roll made to repair the Critical Hit. The Science Officer and Chief Engineer may not work on the same Critical Hit as the Weapons Officer does during the same turn. The Weapons Officer may not work on any other type of Critical Hit, or use any other ability during the same turn.

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V17.524    **Shield Operation:**

During any tactical turn, the Weapons Officer may do one (1) of the following (selected during Energy Allocation):

A) **Repair:** The square root (round down) of the Weapons Officer's Rating is treated as the number of points of power allocated to repairing damaged shield boxes, provided that at least one (1) point of power is also allocated per D9.2. The exact boxes to be repaired must be designated at the start of the turn, only boxes on one shield may be repaired per turn, and the repairs do not take effect until the Final Activities Phase. The limit in D9.21 must still be observed.

B) **Reinforcement:** The square root (round down) of the Weapons Officer's Rating is treated as a number of points of power allocated to General Shield Reinforcement, so long as at least one point of power (from any permitted source) is allocated to General Shield Reinforcement, as per D3.341.

V17.525    **Fire Control:**

A) **Passive:** When using Passive Fire Control [D19.0], the square root (round down) of the Weapons Officer's Rating, minus one (1), is added to the maximum true range [D19.23] possible for direct fire weapons. Additionally, the square root (round down) of the Weapons Officer's Rating is subtracted from the <u>effective range</u> as calculated in D19.11, except that the adjustment can never render an effective range less than the true range.

B) **Low Power:** When using Low Power Fire Control [D6.7], the square root (round down) of the Weapons Officer's Rating is added to the maximum effective range for D6.72.

C) **Range Reduction:** When controlling the weapons of a unit using Active Fire Control [D6.6] targeting a hostile unit on which the Weapons Officer's unit has a lock-on [D6.11], the square root (round down) of the Weapons Officer's Rating, minus one (1), is subtracted from the effective range to the target for direct-fire weapons, even if that reduction results in an effective range that is less than the true range, except that overloads cannot be fired past a true range of 8 hexes.

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> **EXAMPLE**
>
> A cruiser using Active Fire Control in a no-terrain scenario, with range-20 Disruptors and a Weapons Officer with a Rating of 5, can fire at a hostile unit located 21 hexes away. The chance to hit and damage is reckoned as if the target was only 20 hexes away.

V17.526  **Scanners:** If the Weapons Officer's unit suffers damage to its Scanner [D6.2] track, the square root (round down) of the Weapons Officer's Rating, minus one (1), is subtracted from the lowest unmarked box on the Scanner track when computing the adjustment in D6.21, except that the result can never be under 0.

V17.527  **Lock-Ons:** The square root (round down) of the Weapons Officer's Rating is subtracted from all lock-on rolls for general lock-ons [D6.11], locking onto mines [M7.41 and M8.14], and retaining and re-acquiring lock-ons of cloaked units [G13.331 and G13.333].

V17.528  **Weapons EDR:** The Weapons Officer's Rating is treated as a number of Labs, for which no power is needed, that can perform EDR [D14.0] on weapons only, as defined in Annex #7D. D14.24 still applies. The Weapons Officer may not use any other ability during the same turn in which this ability is used.

V17.529  **Seeking Weapons:** If the Weapons Officer is aboard a unit equipped with Special Sensors, the square root (round down) of the Weapons Officer's Rating, minus one (1), is added to rolls made by hostile units attempting to break seeking weapon locks [G24.22] against seeking weapons being guided by the Weapons Officer's unit, if a Special Sensor channel is being used for seeking weapon guidance. Also, the square root (round down) of his/her Rating, minus one (1), is subtracted from all rolls made by the unit to break seeking weapon locks, in addition to any adjustment made by the Science Officer [V17.322] and any bonus or penalty from Crew Quality [V18.845 and V19.946].

V17.53  On the Strategic level, the Weapons Officer may be able to unlock the weapons aboard a captured enemy unit [V4.920].

V17.60   The Chief Engineer

V17.61   A Chief Engineer controls the unit's power plants, maintains the structural integrity, and is responsible for Damage Control and repair.

V17.62   On the Tactical level, the Chief Engineer may act in the following ways:

V17.621    **Extra Power:** The square root (round down) of the Chief Engineer's Rating is expressed as additional points of power generated by the unit's power plants. The unit must have at least one(1) operational box of the type the Chief Engineer is increasing. Only **one** (1) type of power production (Warp, Impulse, AWR, or APR) may be enhanced in a given tactical turn, the type may not be changed during the turn, and must be stated at the start of the turn. At the owning player's option, the unit's Chief Engineer may produce fewer points than allowed. **Exception:** Orion Pirates may not use this at all [V19.03].

V17.622    **Damage Control:** Add the square root (round <u>down</u>) of the Chief Engineer's Rating to the number in the highest unmarked box of the unit's Damage Control track to determine the number of Continuous Damage Repair points [D9.7] generated by the ship each turn, and the total number of boxes that may be repaired during the scenario. See D9.1. The unit's use of EDR [D14.0] is sill limited by D14.21 and uses the actual box marked [D14.253].

V17.623    **Emergency Damage Repair:** The Chief Engineer's Rating is treated as a number of Labs, which require no power, when rolling for EDR [D14.0] for any system on the ship, within the EDR limits. Additionally, the square root (round down) of the Chief Engineer's Rating, minus one (1), is the number of times in a tactical battle that the Chief Engineer may employ EDR without marking off a box on the ship's Damage Control rating track (EDR by other Officers requires the unit to mark off a box on the Damage Control rating track as per D14.253). When using this special skill, the square root (round down) of the Chief Engineer's Rating is substituted for the number that would have been marked off on the Damage Control track. The Chief Engineer may not use any other ability during the same turn as attempting EDR.

V17.624    **Critical Hit Repair:** The Chief Engineer may attempt to repair any one (1) Critical Hit [D8.0] per Turn. The square root (round down) of the Chief Engineer's Rating is subtracted from the roll made to repair a Critical Hit. The Chief Engineer may not work on the same critical hit as the Science Officer, Helmsman, Weapons Officer, or Chief Medical Officer does during the same turn. The Chief Engineer may not use any other ability during the same tactical turn.

V17.625    **Shock Mitigation:** The square root (round down) of the Chief Engineer's Rating is subtracted from all Shock Effect rolls [D23.22]. If the result is 0 or less, the unit adds no SEPs to its running total for firing the weapon in question that Turn. This is in addition to any bonus or penalty from Crew Quality [V18.825 and V19.925].

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V17.626    **Hasty Repairs:** Once per tactical Turn, the Chief Engineer may hastily repair [G17.5] any one (1) box eligible for hasty repairs by rolling less than or equal to the Chief Engineer's Rating on 2d6. This is in addition to any other hasty repairs performed by the crew under G17.5, and does not count against the unit's CDR limits under D9.7. The system box must be identified at the start of the Turn and the repair is completed at the end of the Turn. If the roll is failed, the system remains unrepaired, and the Chief Engineer may try again next Turn. The hasty repair must take a number of Repair Points less than or equal to the Chief Engineer's Rating, as per Annex #9. For example, under this rule, a Rating 5 Chief Engineer could not hastily repair a Range 30 Disruptor as a Range 22 Disruptor, but could do so as a Range 15 Disruptor. The Chief Engineer may not use any other ability during the same tactical turn as this ability is used.

V17.63    On the Strategic Level, the Chief Engineer has the ability to extend the unit's use of Emergency Movement [V8.40]. Additionally, the extra power the Chief Engineer generates [V17.621] may improve the BOMA [V8.00] of his ship.

V17.70    The Chief Medical Officer

V17.71    The Chief Medical Officer (CMO) is responsible for the health and well being of the unit's crew, and for healing those injured during combat.

V17.72    During Tactical combat, the CMO may do one (1) of the following during any given tactical turn:

V17.721    **Save Officers:** If another Officer is killed or injured [V17.90], then the CMO may attempt to heal/save that Officer. Roll 2d6 and subtract one (1). If the result is less than or equal to the CMO's Rating, then a Wounded Officer is healed (and may act normally) or a "killed" Officer is merely Wounded. This may only be used once per Officer per batlle (*i.e.* the CMO may not "unwound" an Officer who was just saved from being "killed"). The Officer returns to active status the following tactical turn if they are no longer Wounded, and may, of course, be Wounded or Killed at a later time in the same battle. The CMO may not heal or save themselves.

V17.722    **Save Crew:** Each Turn, the CMO may "heal" a number of crew units (including deck crews, boarding parties, *etc.*) equal to the square root (round down) of the CMO's Rating. Crew unit(s) thus saved return to active status the following tactical turn.

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V17.723    **Research:** The CMO may function as a number of Labs equal to the square root (round down) of his/her Rating, but only when gathering information on Monsters or Alien Ships. This needs no power [G4.12].

V17.724    **Lab EDR:** The CMO's Rating is treated as a number of Labs, for which no power is needed, when rolling to repair Lab hits using EDR [D14.0]. D14.24 still applies. This ability may only be used for Lab boxes. If the unit lacks Labs entirely (*i.e.* never had them to begin with), then this ability is ignored (it may not be used to repair a Control box in lieu of a Lab).

V17.725    **Critical Hit Repair:** The Chief Medical Officer may attempt to repair a Critical Hit [D8.0] that disables the unit's Labs [D8.2]. The square root (round down) of the Chief Medical Officer's Rating is subtracted from the roll made to repair the Critical Hit. The Chief Engineer and Science Officer may not work on the same Critical Hit as the Chief Medical Officer does during the same turn. The Chief Medical Officer may not work on any other type of Critical Hit. If the unit lacks Labs entirely (*i.e.* never had them to begin with), then this ability is ignored.

V17.73    During Strategic play, the CMO may affect the outcome of certain Random Events and Encounters, as per the details of those Events and Encounters.

V17.74    The Captain may not substitute for the CMO. If killed during a battle, the CMO cannot be replaced until the unit is resupplied.

V17.80    Changing An Officer's Rating

V17.81    Using Crew Points awarded *via* V18.60, players may increase the Ratings of the Officers aboard their ships.

V17.82    The following table shows the cost of each rise in Rating, in terms of Crew Points. The values shown are the number of points required to go from the Rating **immediately** below.

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**EXAMPLE**

The number of Crew Points needed to go from a Rating of 4 to a Rating of 6 is the sum of the cost to go from 4 to 5 and then from 5 to 6.

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V17.821    Table - Cost of Officer Ratings:

| | Rating | | Crew Point |
|---|---|---|---|
| From | | To | Cost |
| 0 | | 1 | 10 |
| 1 | | 2 | 10 |
| 2 | | 3 | 10 |
| 3 | | 4 | 20 |
| 4 | | 5 | 20 |
| 5 | | 6 | 20 |
| 6 | | 7 | 30 |
| 7 | | 8 | 40 |
| 8 | | 9 | 50 |

V17.822    These costs are uniform for all Officers; the same numbers of Crew Points are required to raise a Captain from a 4 Rating to a 7 Rating as to raise the CMO the same amount (a total of 70 Crew Points).

V17.83    Increases are permanent.
**Exceptions:** Destruction of the unit [V17.14] and [V17.86].

V17.84    Under no circumstances (at all) can any Officer have a Rating of less than zero (0).

V17.85    Note limitation on Officer Ratings imposed by V18.15.

V17.86    If, during a battle, a unit fired upon an enemy unit that had declared Catastrophic Damage (CD) under Imminent Destruction [D21.22] (CD/ID) or Massive Damage [D21.32] (CD/MD), then at the conclusion of the battle, all Officers aboard the unit have their Rating reduced by three (3), but not below zero (0). This rule includes failing to drop tracking on seeking weapons targeted on the enemy unit that declared CD, firing (except in self-defense) on another enemy unit that dropped its shields to receive crew evacuating from the unit that declared CD, or firing on any shuttlecraft being used for the same purpose. Non-command-controlled Mines, and self-guiding seeking weapons (*e.g.* plasma torpedoes, drones with ATG where the drone has assumed guidance), that were launched/deployed prior to the declaration of CD by the enemy unit, are exempt from this rule. The unit does not have to reveal the location of hidden mines, or reveal the nature or target of seeking weapons, to the enemy that declared CD (if the enemy unit hits a mine, *c'est la guerre*; if a seeking weapon that does no damage, such as a slug drone or PPT, is allowed to hit, it does not violate this rule).

Section 17 – Ship's Officers

V17.90    Officer Location, Death, and Injury

V17.91    Officers are subject to death or injury if the ship they are aboard suffers internal damage. Each Officer begins a combat scenario in a specific location on the ship (this must be recorded before combat). If that location is damaged, the Officer may be killed or injured. Table V17.92 records both the legitimate locations in which each Officer may be placed in when a combat begins, as well as locations where they may function.

V17.92    Table - Officer Locations:

| Officer | Locations |
|---|---|
| Captain | Starts on main bridge; Can use any control box |
| Science Officer | Starts on main bridge; Can use any control or lab box |
| Helmsman | Starts on main bridge; Can use any control box |
| Weapons Officer | Starts on main bridge; Can use any control box |
| Chief Engineer | Starts in an impulse box; Can use any impulse, APR, AWR, battery, or control box |
| Chief Medical Officer | Starts in any hull box; Can use any legal box |

V17.93    If an Officer is designated to start in a box that the ship does not have (or it is already damaged), then the nearest legitimate box is chosen. When substituting [V17.211], the Captain must obey the restrictions of the Officer for whom s/he is substituting.

V17.94    Officers can move from one legitimate box to another, using the same procedure described for Legendary Officers [G22.132]. If the box an Officer is in is hit, roll on Table V17.95 to determine their fate.

*Table appears on next page for formatting reasons*

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V17.95    Table - Officer Fates:

| Die Roll | Result |
|---|---|
| 1 | The Officer is wounded, disabled for the remainder of combat, and kept safe in Sickbay (cannot be killed unless the ship is destroyed); see V17.70 for healing Officers. |
| 2 | The Officer escapes when a faithful redshirt sacrifices themselves; mark off an additional crew unit hit on the unit's SSD. |
| 3, 4 or 5 | The Officer escapes! |
| 6 | The Officer is killed (see V17.70) |

V17.96    An Officer may move to any undestroyed box if all legitimate boxes for that Officer have been destroyed (and they survived unwounded). If all legitimate boxes for an Officer have been destroyed (or the Officer deliberately moves to a non-legitimate box), the Officer can no longer use their abilities (*i.e.* they become just another crew member, except that V17.19 still applies).

V17.97    Under no circumstances may any Officer (or anyone else, for that matter) occupy Warp Engine boxes.

V17.98    If an Officer is Wounded, they are automatically healed at the start of the next Strategic Turn.

V17.99    If an Officer is killed, the previous effects of the Officer on the tactical combat are not canceled.

## **End of Section 17: Ship's Officers**