



**WORKSHOP**  
"Combat/Action"

**HOSTED BY**  
[PF] AlexM (Pegasus Fleet)  
[BF/PF] aparry (Bravo Fleet/Pegasus Fleet)

**TIME**  
7pm GMT  
(all times presented in CST [UTC-6])

**[BF/PF] aparry, 12:59:23 PM**

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**Fluffy Killer, 12:59:50 PM**

Are you not entertained?!

**[BF/PF] aparry, 1:00:35 PM**

Greetings everyone I am Aaron and for those that don't know me I am a CO in PF and write on a few sims in BF. I am here with @[PF] AlexM to talk today about Combat and action sequences in Trek simming

**[PF] AlexM, 1:00:57 PM**

Hello!

**Fluffy Killer, 1:01:21 PM**

Hola crazies

**Yuna [PF], 1:01:30 PM**

Yaaaaay

**[BF/PF] aparry, 1:01:33 PM**

The way I want to do this is we will spend the first portion talking about space combat and the pros and cons that come with writing that and then latter we will talk about Away Mission or ground combat

**Wolf626, 1:01:38 PM**

Sharpens knife with a slightly unhinged smile

**[BF/PF] aparry, 1:02:52 PM**

So when we talk about space combat many people I know draw their experience from the movies, shows and for those that played STO. But I want to open up to the group on what are some of the pitfalls that happen when you developing a fight scene in space on your sims?

**(BF) Skoll, 1:03:53 PM**

When someone has a timer on their threads... that timer expires before a scene has played out bad things happen.

**[BF/PF] aparry, 1:04:33 PM**

Ok yeah that can prove to be a pitfall or also a plot devise to help move things along I have seen a couple people use those

**(BF) Skoll, 1:04:34 PM**

Makes things entertaining sure but yeah bad things happen.

**Yuna [PF], 1:04:36 PM**

Well, for the most part, STO is a largely 2-D battle field with very little flying up or down, and too many people don't stop to consider the nature of 3-D 0-G combat.

**Fluffy Killer, 1:04:37 PM**

You have to make sure you stay within the limits of the craft involved in the fight. Using fighters for example would have to close with ships extremely fast or get wasted as a computer based targeting system would easily be able to pick them off from afar

**[PF] AlexM, 1:05:10 PM**

The biggest issue that I have seen when dealing with space combat is that it can be tough for everyone to know what they are supposed to be doing. It's about the action of the ship, not necessarily about the individual action.

**[BF/PF] aparity, 1:05:18 PM**

Good points by both @Yuna [PF] and @Fluffy Killer

True and there are some creative ways to get the crew involved in a space battle. The simple have the ship take some damage pretty much forces most of the departments on the ship be activated when that happens

**Yuna [PF], 1:07:03 PM**

@[PF] AlexM that falls down to the CO/XO not communicating those things though

**[BF/PF] aparity, 1:07:45 PM**

Everyone wants to the Enterprice coming into the battle witha borg cube where everyone is being destroyed but remeber even in the moves and shows the ships took some hard licks

**[PF] AlexM, 1:07:59 PM**

@Yuna [PF] Very true, which is what can make space combat a challenge for the CO and XO.

**Yuna [PF], 1:08:06 PM**

Aye

**Marty, 1:08:14 PM**

also you want to know the outcome? unless you just winging it?

**[BF] Leah, 1:08:27 PM**

Everything can't be all win for you, you have to make it look and seem real and not just one sided

**Yuna [PF], 1:08:41 PM**

THIS

**[PF] AlexM, 1:08:47 PM**

Winging it can work, but I generally prefer to have somewhat of a storyboard in mind.

**[BF/PF] aparity, 1:08:48 PM**

Great point @[BF] Leah

**Yuna [PF], 1:09:32 PM**

I've been turned off by a few sims, where I was the engineer and nothing broke in combat ever

**Fluffy Killer, 1:09:32 PM**

I just ended a mission with my ship being destroyed in battle. It was Defiant Class. The crew was busy dealing with a saboteur and dealing with damage sustained in battle.

**[BF/PF] aparry, 1:09:34 PM**

I like for myself and my xo at the least know what we want to accomplish and then work from there as the battle goes it becomes clear by my leading where the battle is headed

And that is a problem that needs to be addressed. @Yuna [PF] if you are in battle of any kind we need to get out of the god mode and try and make it as realistic as we can in a fantasy world

**Yuna [PF], 1:11:17 PM**

YESSSSSS. Please break stuff. Report casualties. Get engineering & medical involved. Please.

**[PF] AlexM, 1:11:20 PM**

If we can't give our characters some licks, what's the point of putting them through hell? And that's part of the challenge. Keep it realistic and exciting, but you need to craft your fight in such a way that you can still win. Unless you want to lose. That can be fun too.

Some of the best character development happens when you lose.

**[BF] Leah, 1:11:58 PM**

You also got to take in account your opponent as well. What ship they have, are they more advanced per say then your ship especially the Borg. So you got to take all that into consideration when doing a battle or combat

**[BF/PF] aparry, 1:12:06 PM**

Nice thing about our sims is we can go into a battle take some huge licks and if we want time jump 6 months after the mission when we and our ship is repaired or we can make a whole mission out of that time

**Marty, 1:12:40 PM**

hashtag goals

**[BF/PF] aparry, 1:14:49 PM**

So when you are going into a space battle we have seen sims go up against Borg, fleets of enemy ships or my favorite pirate raiders. Make sure what you are getting into is reasonable. This is an awesome fantasy world our ship live in but we need to make it realistic

**Fluffy Killer, 1:14:56 PM**

Also, I found that it adds depth when you as the CO/author write the account from the view of the enemy. I've done that a few times and others seemed to have enjoyed it

**Yuna [PF], 1:15:08 PM**

Don't forget that losses like that have after effects. PTSD is a great post creator for the counseling department.

**[BF/PF] aparry, 1:15:12 PM**

My Intrepid class ship is not going to go toe to toe with a Romulan Armada

**[PF] AlexM, 1:15:33 PM**

Not with that attitude it won't.

**[BF/PF] aparry, 1:15:49 PM**

but we will beat the crap out of a half dozen raiders lol

**Yuna [PF], 1:15:56 PM**

It might with the Breen, tho

**[BF/PF] aparry, 1:16:12 PM**

very true

**Fluffy Killer, 1:16:24 PM(edited)**

@Yuna [PF] I had a CAG that dealt with PTSD after she lost an arm and nearly died after ramming an enemy fighter

**[BF/PF] aparry, 1:16:54 PM**

it is important for the Command team when they think up the missions and the look at who they will be fighting and do their research on how the ship can stand up with the enemy tech

**Billy, 1:17:13 PM**

What about using a D&D dice to make Actions more interesting?

**[BF/PF] aparry, 1:17:39 PM**

@Billy a very common use for sure

**Yuna [PF], 1:17:42 PM**

I have a fish woman who has PTSD from a giant cat attack and doesn't handle Catians very well.

**[BF/PF] aparry, 1:17:53 PM**

I have done it myself

It adds some random to the chaos

when I used it I made a list of ship damages on a piece of paper and then when we took a hit I rolled 1d10

**Yuna [PF], 1:18:57 PM**

Well, she doesn't.

**Billy, 1:19:19 PM**

@[BF/PF] aparry I love that idea

**[BF/PF] aparry, 1:20:11 PM**

So before we move on to away missions what is everyone favorite post during a space combat (CO/XO) excluded

**Fluffy Killer, 1:20:38 PM**

engineer or security

**Billy, 1:20:44 PM**

Engineering

**Yuna [PF], 1:20:56 PM**

Gratuitous explosions of the enemy ship followed by the sudden realization how screwed we are, and how much help we need, after a fight.

**Billy, 1:21:15 PM**

But I also love if Helm and Tactical write a wonderful post interacting with each other's movements

**[PF] AlexM, 1:22:13 PM**

I like to be on the bridge, but it depends on the circumstances. I love the idea of helm and tactical really getting into the action together. If it's mostly the CO giving orders and then people reacting, then I'd rather be in engineering, probably.

**[BF/PF] aparry, 1:22:31 PM**

I started simming 20 years ago as Sec/Tac and it will always be my favorite post

**[PF] AlexM, 1:22:34 PM**

Maybe operations, if I can be on the bridge and come up with some weird tactic.

**[BF/PF] aparry, 1:23:03 PM**

thats a great way to think outside the box @[PF] AlexM

**Billy, 1:23:14 PM**

Operations can be fun if you make it your own....

**[BF/PF] aparry, 1:23:54 PM**

As a CO I struggle with Ops and how to write them in but it is really up to them to think of stuff like that. I am very picky now who I accept for Ops

**Marty, 1:24:13 PM**

Hand to hand is also a struggle to roleplay

**[BF/PF] aparry, 1:24:16 PM**

might be why I don't have one right now

**Yuna [PF], 1:24:43 PM**

"Captain... We lost 39 people."

-The moment you decide whether or not you like the CO of the ship or not.

**[BF/PF] aparry, 1:24:46 PM**

Thank you @Marty that will seqway us into the next topic Away Mission/Hand combat missions

**[PF] AlexM, 1:24:47 PM**

I think that goes back to one of the biggest challenges about ship combat. Players need to really know their characters and how they would act/react in a crisis. If you don't know what your character is supposed to be doing, it can be really hard to add to the scene.

**Fluffy Killer, 1:25:13 PM**

hand to hand can be tough especially when you see the crappy way they fight on the shows

I usually take into account my real world experience/training that I received when I was in the Marines

**Billy, 1:26:08 PM**

Operations: (Jackson's fingers quickly moved over the panel trying his best to transfer spare power to the struggling shields)

**[BF/PF] aparry, 1:26:35 PM**

So something I want to bring up about away mission and ground combat is that we need to remeber the world we are fighting in. SO many times I see ground combat tun into a scene from Saving Private Ryan or in some cases we go off world and someone has 35 daggers and they things this is Assassian's Creed.

**Fluffy Killer, 1:27:04 PM**

So true

**[BF/PF] aparry, 1:27:04 PM(edited)**

We need to try our best to have fun but keep our crew and ourselves in character in a Star Trek Universe

**[PF] AlexM, 1:27:55 PM**

I've seen that a lot as well. I've seen characters carrying knives. I once saw a character bring a sniper rifle to a mission briefing. It can be easy to lose track of the setting if you're not careful sometimes.

**Billy, 1:28:31 PM**

Try a Photonic grenade launcher

**[BF/PF] aparry, 1:28:37 PM**

One crutch I see to often is everyone is an expert in Battleth fighting. While that is in canon not everyone is Worf or Data or Picard even

Something to remember we all want a great action scene otherwise why have them?? But you can do that with out being John Wick. You can be pinned down have a red shirt die and it effect your actions

### **Fluffy Killer, 1:30:06 PM**

Another thing is when people write they get into a battle with an act like a machine--no feelings, no injuries or anything

### **Yuna [PF], 1:30:10 PM**

Having characters do posts where they're elaborating what they bring on away missions both generates JUICY JUICY JPs, and helps limit things like 35 knives.

### **[BF/PF] aparry, 1:30:20 PM**

Drama is key and writing that drama can be alot of fun

### **Yuna [PF], 1:30:35 PM**

Asking players what their characters would bring and telling them to put it in to a post cam help limit this.

### **[PF] AlexM, 1:31:52 PM**

One thing that I wanted to mention is that I've always found ground combat to be the inverse of space combat. With space combat, it's all about what the ship is doing, and while individuals have some control, they're working in tandem to accomplish a maneuver or whatever. With ground combat, the characters certainly need to work together. But the actions of the individuals might play a much bigger role than they would on the ship. Of course, that's not universally true.

### **[BF/PF] aparry, 1:33:12 PM**

Yeah it takes on that type of feel for sure. But on ground missions It is important to keep your Engineer and Medics busy.

### **Billy, 1:33:18 PM**

Question: What about asking who wants to be injured?

### **Fluffy Killer, 1:33:26 PM**

and remember to take into account your character's position and background. A science officer will not be able to go toe to toe with a Klingon warrior for example and NOT lose their head or turn their black pants brown.

### **Yuna [PF], 1:33:37 PM**

I've also seen a few Sims list "common go bag kits" of equipment in the site wiki which can help give references to what characters are expected to bring down.

### **[BF/PF] aparry, 1:34:01 PM**

Very much so @Yuna [PF]



**[PF] AlexM, 1:34:34 PM**

Absolutely ask first. Giving the characters injuries can make for great roleplaying potential. But it's bad form to injure or especially kill a character without discussing it with the player first.

**Yuna [PF], 1:34:35 PM**

Also, 25 minutes left reminder.

**Fluffy Killer, 1:34:53 PM**

That's a neat idea. I always expect characters to bring down a type 2 phaser and a tricorder if an engineer or science

**[BF/PF] aparry, 1:35:06 PM**

@Billy good question I personally do not injure anyone unless they write it in or if I need some injuries I may ask on discord who wants a purple heart?

**Fluffy Killer, 1:35:15 PM**

anything else I say no unless its a combat away team

**Yuna [PF], 1:35:23 PM**

@Fluffy Killer it establishes a sort of 'expected canon' for away team missions.

**[PF] AlexM, 1:35:57 PM**

If the characters know that they're going to be in a combat zone, they may beam down with different equipment. It all depends on the situation.

**Yuna [PF], 1:36:21 PM**

That reminds me, I still have to run that past 832 CO. God, these panels are fantastically helpful

**[PF] AlexM, 1:36:40 PM**

Obviously you wouldn't beam down for a diplomatic mission carrying phaser rifles. But if it's a hostage rescue, your engineer or science officer might be a little more armed.

I'm glad you're finding them helpful. That's our goal.

**[BF/PF] aparry, 1:37:35 PM**

So on my ship right now we are breaking out of a Breen Prison and in order to keep my "Smart" people busy they are working on Mcgyvering some tech so we can get away while my "Grunt" people can have some combat. It has made the mission flow well because you are using their strengths

**Yuna [PF], 1:37:43 PM**

It's also important to remember some characters, particularly diplomats, scientists, and doctors, may dislike being armed, and enter a combat expected situation with bare minimum weaponry.

**[PF] AlexM, 1:38:13 PM**

Very true.

**Yuna [PF], 1:38:56 PM**

My Engineering character hates weapons, but she is also an environmental hazard, so she doesn't always NEED to be armed. Her weapon of choice is a plasma torch.

**[BF/PF] aparity, 1:39:10 PM**

And if you take those people in or you rescue someone you need to not forget about you need to protect them as well as yourself

**Yuna [PF], 1:39:23 PM**

THIS

**[BF/PF] aparity, 1:40:07 PM**

So with the time left lets open things up for questions anyone has about Combat and Action in our writing environment

**Fluffy Killer, 1:40:45 PM**

also goes back to the type of simm you have to begin with--ie do you have Marines and Security or just Security. and the role writers on your simm would have

**[BF/PF] aparity, 1:41:05 PM**

Ok good point and that can be very touchy point

**Fluffy Killer, 1:41:18 PM**

very true

**Marty, 1:41:32 PM**

Could go with table top gaming style for combat both space and ground

**[BF/PF] aparity, 1:41:48 PM**

the way I have worked that in the past in Security handles shipped based security and Marines where for away missions where we need to assault a compound or another ship

**Fluffy Killer, 1:42:09 PM**

I agree

**Yuna [PF], 1:42:23 PM**

Unless you don't have marines

**Marty, 1:42:42 PM**

Could have a hazard team?

**[BF/PF] aparity, 1:42:46 PM**

@Marty I have known many people to do it that way because many of use play table tops and have the dice and all it can be alot of fun

**Fluffy Killer, 1:42:59 PM**

then you use your Wesley Crusher character and watch them die a glorious death

**Marty, 1:43:05 PM**

Lol

**[BF/PF] aparry, 1:43:19 PM**

Actually @Yuna [PF] you know how much I like Marines and playing them my current ship does not have them....

by choice at least to start

**Yuna [PF], 1:43:48 PM**

Then security gets shafted.

It's also important to remember than security and the marines have their own investigative services(Military Police versus a security criminal investigative team), and also have separate lawyers.

**Fluffy Killer, 1:44:14 PM**

My simm previously a Defiant Class didn't have Marines but we do now that we're transferring to a Luna Class

Yuna [PF], 1:44:31 PM

Differences in codes of practice, etc. Requires differently knowledgeable legal teams.

**[BF/PF] aparry, 1:44:40 PM**

very true

**[PF] AlexM, 1:44:58 PM**

Personally, I'd probably prefer to use something like a hazard team or MACOs on a starship. I have marines on the starbase, but then they're kind of a separate entity. Station security still does the police work on the station.

I have brought them in before to help fight off boarders, though.

**[BF/PF] aparry, 1:45:25 PM**

I miss doing security on 332 that was alot of fun

I am going to get my fill I think since I took that spot with @[BF] Leah on Rossevelt Station though

So anyways I digress

What other questions about combat do yall have

**[PF] AlexM, 1:46:42 PM**

Arguably that's something that might be worth bringing up. What kind of differences would we see between planetside combat versus fighting in the corridors of a ship?

**Yuna [PF], 1:46:59 PM**

Gravity, for one thing.

**Fluffy Killer, 1:47:08 PM**

if the ship has gravity

**Yuna [PF], 1:47:12 PM**

Orbital strikes are also a concern.

Also, it's important to remember planets have more line of sight / curvature of planets concerns for targeting, etc.

**[BF/PF] aparry, 1:48:05 PM**

I can think of only one time when I have been on a surface combat scene that they played in the fact that enemy ships were still in space and could fire down on our position. I think that gets lost sometimes

**Yuna [PF], 1:48:26 PM**

Aye.

**Fluffy Killer, 1:48:41 PM**

planetside fighting is a lot of variables--weather, gravity (earth gravity or heavier-lighter), orbital strikes as mentioned

**[BF/PF] aparry, 1:48:57 PM**

Destructions of the environment

**Yuna [PF], 1:49:13 PM**

"If you're not willing to shell your own position, you're not willing to win" -Howard Taylor's maxims for maximally effective marines

**Fluffy Killer, 1:50:05 PM**

You also can use Close Air Support from shuttles or fighters if equipped

**Yuna [PF], 1:50:12 PM**

Don't always assume that just because the big bads have a landing party, that they care about the lives of said landing party.

**[BF/PF] aparry, 1:50:24 PM**

lol very true

**[PF] AlexM, 1:50:31 PM**

Very good points.

Fighting on a ship might also be different depending on who's ship you're on. Fighting on your own gives you different tactics, which the enemy can turn on you if you were fighting on theirs.

**Yuna [PF], 1:51:20 PM**

Klingons, Jem'Hadar, and Breen, in particular, are in it for the victory. The lives of the grunts down planet are already forfeit.

**Fluffy Killer, 1:51:23 PM**

in a corridor you have to deal with gravity, anti-personnel measures, fighting in confined spaces

**Yuna [PF], 1:52:24 PM**

8 minutes left

**Fluffy Killer, 1:52:39 PM**

and knowledge of the terrain comes into play

**[BF/PF] aparry, 1:52:45 PM**

indeed any last min questions before we turn over the room to the next one

crickets

Well I want to thank everyone who stopped by and joined our discussion and special thanks to @[PF] AlexM for co-hosting with me

**Fluffy Killer, 1:54:11 PM**

Thanks for hosting

**[PF] AlexM, 1:54:26 PM**

You're very welcome. Thank you to everyone who joined us today.

**Yuna [PF], 1:54:45 PM**

Thank you both!

**[PF] AlexM, 1:56:13 PM**

If anyone thinks of any more questions, feel free to ask over in #workshop-overflow after this hour. Thanks again!