

BASIC GAME

2004

STAR TREK[®]

THE ROLE PLAYING GAME



SECOND EDITION

UNITED FEDERATION OF PLANETS



**STAR FLEET
OFFICER'S
MANUAL**

STAR TREK®
THE ROLE PLAYING GAME

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UFP Star Fleet Character Data Record

Name: _____

Age: _____

Rank: _____

Sex: _____

Assignment: _____ Command

Race: _____

Ship: USS

Position: _____

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	To-Hit, MOD	To-Hit, HTH	To-Hit,
WOUND HEAL RATE	FATIGUE HEAL RATE	<div> <div>Re 1</div> <div>Re 2</div> <div>Re 3</div> <div>Re 4</div> <div>Re 5</div> <div>Tool</div> <div>Head</div> <div>School</div> </div>			BARE-HAND DAMAGE ____	DAMAGE ____

Service Experience Chart

Assignment:

Constitution-Class Starship

Galaxy Exploration Command

Military Operations Command

Colonial Operations Command

Merchant Marine Command

Star Base Headquarters Command

Star Fleet Academy

Tour Length (years)

Officer Efficiency Report (%)

[illegible]

Cadet Cruise Results

Passed _____

Honors _____

High Honors ____

Skill List

Administration	Marksmanship, Modern	Small Unit Tactics
* Artistic Expression	Mechanical Engineering	* Social Sciences
Carousing	* Medical Sciences
Commun. Systems Operation	General Medicine	Federation Culture/History
Commun. Systems Technology	Federation Law
Computer Operation	Negotiation/Diplomacy	* Space Sciences
Computer Technology	* Personal Combat, Armed	Astronomy
Damage Control Procedures	Personal Combat, Unarmed
Deflector Shield Operation	Personal Weapons Technology	* Sports
Deflector Shield Technology	* Physical Sciences	* Starship Combat Strategy/Tactics
Electronics Technology	Starship Helm Operation
Environmental Suit Operations	Starship Sensors
* Gaming	* Planetary Sciences	Starship Weaponry Operation
Instruction	Starship Weaponry Technology
* Language	Streetwise
.....	* Planetary Survival	Transporter Operation Procedure
.....	Transporter Systems Technology
Leadership	* Trivia
* Life Sciences	Security Procedures
.....	Shuttlecraft Pilot
.....	Shuttlecraft Syst. Technology	* Vehicle Operation
Life Support Syst. Technology	Small Equipment Syst. Operation	Warp Drive Technology
* Marksmanship, Archaic	Small Equip. Syst. Technology	Zero-G Operations

INTRODUCTION

WHAT ARE ROLE PLAYING GAMES?

Gamers familiar with 'role-playing games' and how they are played can skip this section. Gamers new to role-playing, however, should read on and be introduced to a whole new world!

Players who are used to standard boardgames with spinners, dice, or pieces moved on a track will find **STAR TREK: The Role Playing Game** a bit different. This game uses a board, dice, or playing pieces at times, but these items are only used to help the game along. Most of the game action takes place in the imaginations of the players. Role-playing games are an advanced form of 'let's pretend.'

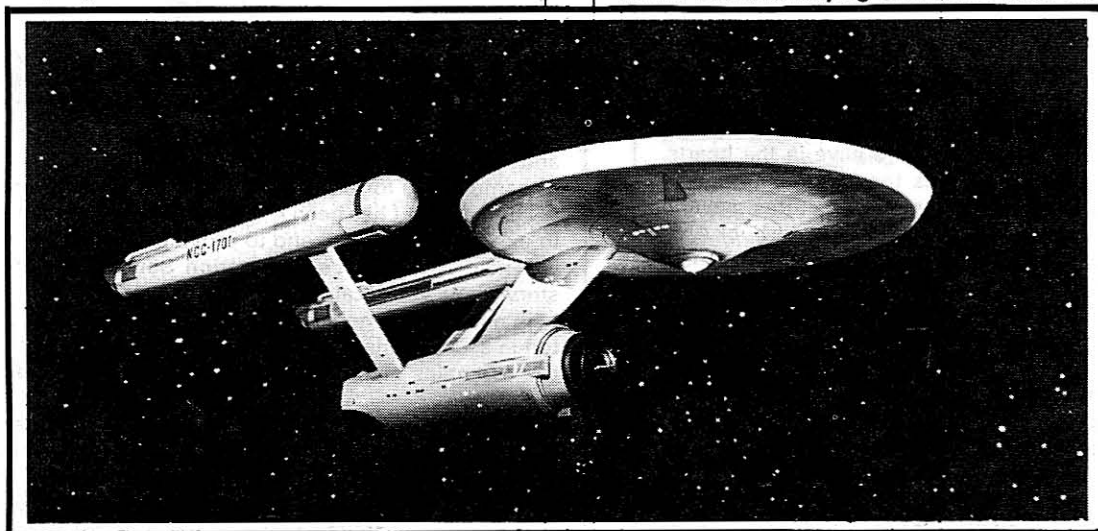
Role-play games differ in a number of significant ways from boardgames. In a role-playing game, the rules define situations and conditions in a fictional setting of the player's choosing. The object of the game is to follow the rules in establishing a character who might have lived in the fictional setting chosen and in playing the role of that character while the game is in progress.

characters in response to the situations that occur, and every time the players get together to play, something new happens.

STAR TREK: The Role Playing Game shares some common aspects with other role-play games. A group of players will interact in the game, cooperating in an attempt to defeat a common enemy or solve a common problem. Usually all players will be on the same side, one member of a team. The game situations, called adventures, are like the basic plots of TV episodes. The players will assume the parts, or *roles* of officers from a starship. These player characters star as the heroes in the adventure.

During an adventure, each player must think and act for the officer character he or she has created. (From now on, the word he will be used instead of he or she, for simplicity's sake, as will the word his, for his or her.) Using his imagination, each player will direct the actions of the officer. What the officer says and how the officer behaves is part of the *play* of the player's role. Within the limits of the rules, the only restraints on the actions of the player's character are those his imagination creates.

In a play, the action takes place on a stage. In **STAR TREK: The Role Playing Game**, the action mostly takes place



In some role-playing games, the players imagine that they are knights or magicians, soldiers or pirates, superheroes or superspies. In **STAR TREK: The Role-Playing Game**, players play the parts of characters from the *STAR TREK* universe, such as Captain Kirk, Mr. Spock, Mr. Sulu, or Scotty.

Playing the role of a game character is much like an actor playing a role on the stage or in the movies. To succeed in the game, the player must think and act like the character would think and act.

The actors in most plays and movies must recite set lines and perform specified actions. The players in a role-playing game, however, have no set lines, but make them up as they go along. The players are not forced to make certain actions but are free to choose any action they desire. The actors in a play know what is going to happen at the end of the last act, and the next time they put on the play they will say the same speeches and perform the same actions. The situations in a role-playing game are set up in advance, but the players do not know what is going to occur until it happens. The game deals with the actions of the

in the imagination. At times, a board and cardboard counters or miniature metal figures are used to help the players understand the situation and visualize what is going on, and sometimes dice are used to introduce random events or to determine the exact results of the players' intended actions.

Most boardgames are played until one player or team wins. Role-playing games have no definite winners or losers. The players are expected to work together to accomplish the goals of each new adventure; if they accomplish these goals, they are all winners. Adventure goals can be simple (like rescuing a trapped crewman from a damaged shuttlecraft in orbit) or complicated (such as getting two warring planets to stop fighting and sit down at a peace conference).

Game sessions can be very short (½ hour or so), or last a long time, perhaps spreading over several afternoons or evenings. Characters may even be carried over from adventure to adventure, like the characters in a TV series. Such a continuing series of adventures is called a campaign, and campaigns can go on for years, with players getting together whenever they wish to lead their characters into new dangers and new adventures.

As with other role-play games, one player does not have a permanent role to play. Instead, he moderates the game, keeping in mind and reinforcing the limits and rules of the game. Called the gamemaster, this player judges the effects of the player characters' actions and determines what the response to those actions will be. He plays all the 'bit parts,' the bystanders, villains, and other characters who are not central to the action but who interact with the players' characters in some way.

The gamemaster often creates the adventures, and when he presents them he provides enough opposition to the characters' efforts to make the game exciting. His job is not to make the adventure goals impossible, but to make them challenging and fun. He is responsible for making the game run smoothly so that all have a good time. He guides the action so that the players will succeed — but only after making a number of important decisions and only if they work hard and play their roles well.

ROLE PLAY IN THE FINAL FRONTIER

In **STAR TREK: The Role Playing Game**, players take the roles of characters who are officers and crew of a spacecraft of the United Federation of Planets. The adventures take place in the fictional setting of **STAR TREK**, TV's most popular science fiction series.

During three seasons on the air, the **STAR TREK** television series created a fascinating universe of science fiction adventure that has been enjoyed by its viewers in a way no series before or since has matched. **STAR TREK** left network TV in 1969 (except for a brief time as a Saturday-morning cartoon series), but it is still shown in syndication throughout the world. Indeed, **STAR TREK** is more alive in the hearts, minds, and imagination of its fans than ever before. The series has spawned three feature motion pictures, several series of popular novels, toys, collectibles, a comic book AND a newspaper comic strip, hordes of imitators, and the most well-organized and devoted fan organization in history.

Players of **STAR TREK: The Role Playing Game** can take the role of Captain James T. Kirk, Science Officer Spock, Lt. Uhura, or any of the other familiar characters from the TV series. They may create new characters to play aboard the famous *USS Enterprise*, or on any other Star Fleet vessel.

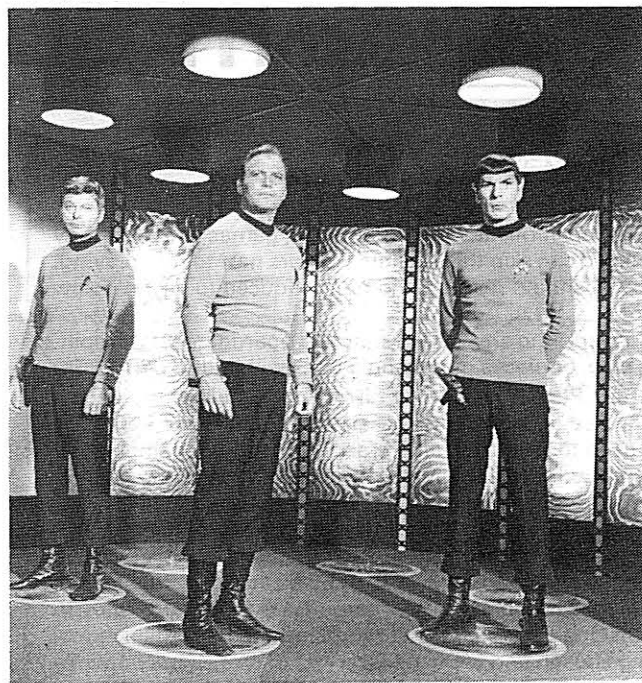
The basic game provides for all characters to be Star Fleet officers. Expansion sets to this game have material for creating characters who are independent traders and merchants, Klingons, or other **STAR TREK** character types. In the basic game, such characters are operated by the gamemaster.

Star Fleet officers in the game may be Humans like Capt. Kirk or Dr. McCoy, Vulcans like those of Mr. Spock's homeworld, or members of any of four other major races that are part of the United Federation of Planets. Regardless of their race or their rank, the player characters try to handle adventure situations and dangers in the final frontier, as part of Star Fleet's mission to 'explore strange new worlds...seek out new life and new civilizations.'

In keeping with the non-violent spirit of **STAR TREK**, players will try to avoid situations where they must fight. Talking and working out problems in a peaceful fashion is Star Fleet's aim. But when hand-to-hand combat must take place, it can be on starship deck plans, in buildings, or on the surface of alien worlds. Combat can even occur between the players' starship and one or more other vessels, recalling the exciting scenes on the bridge of the *USS Enterprise* in episodes of the **STAR TREK** TV series!

Enter the universe of **STAR TREK**. Adventure in space... the final frontier. Boldly go where no man has ever gone before!

ABOUT THE OFFICER'S GUIDE

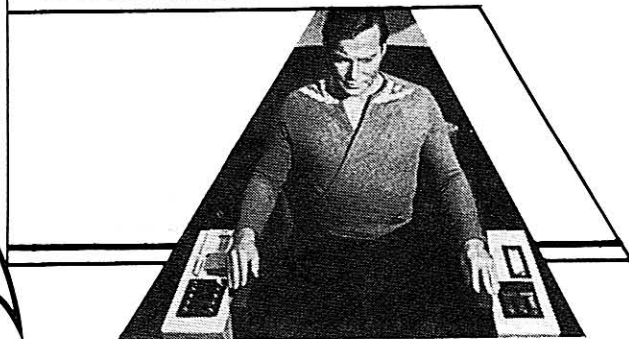


This book contains all of the information a *player* needs to know about the rules for **STAR TREK: The Role Playing Game**. Sections are included here on what defines characters in this game, how to create characters, how to train them, and how to play them in the game. Also included is a glossary of game terms for players new to role-playing games.

Every effort has been made to keep the language simple, to explain things fully, and to provide examples where they will help. **The Cadet's Orientation Sourcebook** provides a story about a typical **STAR TREK** player character that will help new players generate their characters. The story is written in sections that correspond to sections in this book, and the examples given in the rules deal with the character in the story.

In preparing this edition of the game rules, some changes have been made, making the rules easier to understand, more realistic, or more simple. One of the major changes occurs in the rules for character creation, particularly those that deal with skills. Other changes may be found in the rules for tactical movement and combat, and for injury and medical aid. One of the biggest change in this edition deals with starship combat, which has been greatly shortened here; this part of the game is covered fully in other products from FASA, as described in **The Game Operations Manual**.

Players familiar with the first edition are urged to adopt these rules, and to convert their first-edition characters to characters more like those created with these rules. With minor changes, this product is fully compatible with all earlier **STAR TREK** products from FASA.



DEFINING A CHARACTER

All people are not the same in every area, nor are all characters. For example, Mr. Spock, and all Vulcans, are physically stronger on the average than humans. Captain Kirk seems to be particularly lucky in getting out of tight situations, whereas many security people who beam down with him seem to be very unlucky in comparison. The average security man, whose life may depend on his speed and reaction time, is likely to be in slightly better physical condition than the desk-bound Federation ambassador he is guarding. Most role-playing games have some way to show the relative strengths and weaknesses of these characters, and **STAR TREK: The Role Playing Game** is no exception.

Not only are people's mental and physical attributes different, but their skills and talents are different. So, too, will all characters have skills and levels of development in those skills that are unique to them.

It is in these two areas that the player defines his character. He has some latitude in the creation of his character's physical and mental attributes and in the creation of his character's skills and skill development.

Nearly all role-play games define characters in terms of attributes, and many define them in terms of skills. This section describes the seven attributes and fifty skills used in **STAR TREK: The Role-Playing Game**.

ATTRIBUTES

Scores will be used to describe a character's relative development in seven physical and mental areas known as attributes. The seven basic attributes include Strength, Endurance, Intellect, Dexterity, Charisma, Luck, and Psionic Potential. Once they have been determined, attribute scores normally do not change during the game. The seven attributes are described below.

The Human race is used as the norm or average so that the scores in these attributes may be compared. All player characters and many non-player characters have a score in each attribute, and these scores can be compared to see which character is quicker, stronger, luckier, or more intelligent.

ATTRIBUTE RATINGS

The attributes in this game are based on a scale of 1 through 100, 1 being the minimum score possible for a human, and 100 being a practically unattainable maximum for a Human. Individuals vary widely, and this range is big enough to reflect most differences.

The average score in an attribute for Humans in general is 40. The different non-Human races have different capabilities, and so the average for them in a certain attribute may be somewhat greater or less than the Human average. It is possible to have a non-Human character (or an extremely unusual Human character) with a score of over 100 in an attribute.

Of course, player characters, and many non-player characters, are not average Human (or non-Human) beings. Only the best and the brightest get through Star Fleet Academy and survive the dangers of space exploration. Therefore, the character creation system is designed to produce better-than-average player characters. The average score for a well-developed Human of Star Fleet caliber is about 50, and most player characters will fall in a range about 10 points on either side of the average. The farther the score is away from average (low or high), the fewer people will have that score.

Attribute scores are created before a character is played. These scores do not change by normal means during the course of the game. They may be modified by the gamemaster as a result of accident or other event during the adventure or campaign.

ATTRIBUTE DESCRIPTIONS

Strength (STR)

Strength refers to a character's physical power - the ability to lift, carry, and apply force. It affects the damage done in unarmed combat, and is, to some extent, a measure of physique and size. A character with a STR score of 50 can carry about 50 lbs. at length without tiring, lift about 150 lbs. without strain, and drag a 200 lb. weight for a short time without exhausting himself; this is about minimum performance for a Star Fleet cadet, but is fairly strong as Humans go.

The STR score is a measure of potential based on a well-operating body. It may be reduced at gamemaster's option as the result of an injury or illness that limits the character's potential, but it does not normally decrease as a result of combat injury.

Endurance (END)

The END score is a measure of how much abuse and neglect the body can stand - the body's defenses against damage. It is an important score, because it is used to determine 4 other statistics, which are used to reflect the damage that a character can sustain from combat, the temporary effects of fatigue, and the healing efforts of the Medical Officers.

The END score is a measure of potential based on a well-operating body. It may be reduced at gamemaster's option as the result of an injury or illness that limits the character's potential.

Intellect (INT)

Intellect measures a character's mental processing potential just as Strength measures the physical potential. Intellect scores determine how well a character can store and process information - that is, how well the character can think and reason.

Intellect is a relatively important attribute, for characters with high INT scores will be able to gain more skills and create higher Skill Ratings than characters with lower INT scores. Characters with high INT scores also will find training at Star Fleet Academy easier.

Dexterity (DEX)

Dexterity is a measure of the physical control that a character possesses, a measure of agility, aim, balance, and so forth.

Dexterity is an important attribute for those who desire to do personal combat, for it affects how well a character uses a weapon, how clumsy the character is, how quickly the character can physically react to danger or opportunity, and other similar things. It also affects the use of hand weapons, projectile weapons, and other combat styles.

Charisma (CHA)

Charisma is the character attribute that describes the personal magnetism, the overall impressiveness of a character's personality. Physical attractiveness may enter into the charisma of an individual, but more important is force of personality or will.

Physical attractiveness is meaningless when dealing with aliens, whose standards of attractiveness may be quite different. Thus, a character with a lower-than-average CHA score is not necessarily plain or ugly. The character may be a handsome man or lovely woman who does not possess as much personal magnetism or force of personality as some others. In a similar way, a character with high CHA score may be of average beauty, but be a personable individual who makes friends easily; he may even be a dynamic, forceful speaker.

The exact interpretation of the CHA score is between the player and the gamemaster. Players and gamemasters are reminded of the Vulcan philosophy of the IDIC – Infinite Diversity in Infinite Combinations. Beauty is in the differences in people and cultures, not in conformity to a standard.

Luck (LUC)

When it comes right down to it, luck is a part of all endeavor. Mr. Spock has observed that human history is a series of lucky breaks, where Human society survived crisis after crisis despite great odds against survival. For this reason, and because so many times luck has saved the life or career of one or more of the *STAR TREK* characters, this attribute is part of the game.

A high LUC score gives a character an edge during a crisis. Of course, such luck is unpredictable. Lucky breaks can happen to anyone.

Psionic Potential (PSI)

Psionic Potential defines the potential power of a character to use such mental abilities as telepathy.

Star Fleet tests all personnel for psionic potential, but most of the rest of Humanity has no idea what psionic potential they possess. Even Star Fleet Academy has no formal training in psionics, though especially promising students may get the opportunity to study on Vulcan, where psionic training is customary. Cultural development and training are of prime importance in developing psionic powers, and most cultures do not place educational emphasis on such training. Thus, a character with a high PSI score will not necessarily have psionic abilities in evidence.

SKILLS

Perhaps the greatest area in which players can influence the creation of their player character is in the area of skills. In *STAR TREK: The Role Playing Game*, characters can do things that are based on their training and background. The areas where they have training or knowledge are called Skills. Some skills are mainly physical skills, such as *Sports*; others are mainly mental skills, such as *Computer Operation*; and still others are both, such as *Mechanical Engineering*.

The combination of skills that a player character has is determined by his background. This includes his experiences before entering Star Fleet Academy, his Academy training, training in his area of specialization, his experiences on his Cadet Cruise, and his later cruises and training schools.

SKILL RATINGS

The ability of a character in a given mental or physical skill is measured by his Skill Rating in that area. Skill Ratings, like attribute scores, have a range of 1 to 100 points. In the case of Skill Ratings, however, 100 is an ideal that cannot be reached, and no Skill Rating can be higher than 99.

The initial Skill Ratings are determined as part of the character creation process. Just as on-the-job training occurs in real life, once play has begun, Skill Ratings increase with use. After each adventure or each major mission of a continuing campaign, the character's Skill Ratings could increase in those skills that were used during the adventure.

Basic Proficiency Level

For physical skills, a Skill Rating of 10 indicates that a character has familiarity with basic procedures used in those situations normally encountered. He can use that skill in non-critical, leisurely situations and have success. The quality of the product and the time taken to achieve the success are indicated by his Skill Rating.

For mental skills, a Skill Rating of 10 or more indicates a basic understanding of the concepts and vocabulary in an area of study. It also indicates that the most common facts in the area are known by the character, and that the common uses of the skill are within the character's grasp. In noncritical, leisurely situations, the character can apply his knowledge to solve problems. The Skill Rating is an indication of the difficulty of the problems that may be solved easily, and also an indication of the time needed to come up with the solution.

Professional Competency Level

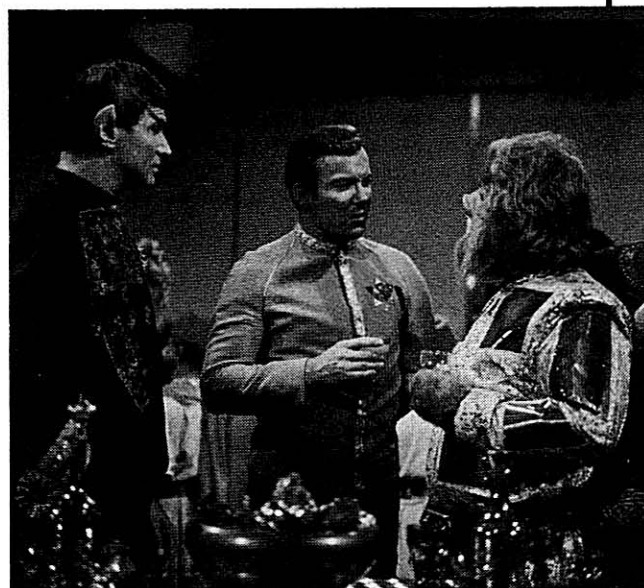
A Skill Rating of 40 indicates the lowest level for professional competency in the field. Normally a character will have a Skill Rating of at least 40 in the areas where he normally functions. A character's training at Star Fleet Academy will give him a Skill Rating of at least 40 in his major. A Skill Rating of 60 or more indicates the equivalent of an advanced degree in that skill.

Expert Level

A Skill Rating of 80 or more indicates that the character is an expert in the field, and a Skill Rating of 96 or more indicates that the character is an acknowledged leader in the field, one of the few greats in the Federation.

PROFICIENCY LEVELS IN ANY SKILL

<i>Skill Rating</i>	<i>Proficiency In Field</i>
0	Unskilled
1 – 9	Semiskilled
10	Minimum proficiency
10 – 39	Qualified
40 – 79	Professional
80 – 95	Expert
96 +	Acknowledged leader



SKILL AREAS

Some skills may require that the character develop a separate Skill Rating in a specific division. These skills are preceded by a solid star (*). Examples are *Medical Sciences*, which requires a different Skill Rating for each racial type (Humans, Vulcans, etc.), and *Armed Personal Combat*, which requires a different rating for each weapon type. Sometimes, skill in one division may confer a lesser Skill Rating in another automatically.

- Administration
- *Artistic Expression
 - Carousing
 - Communication Systems Operation
 - Communication Systems Technology
 - Computer Operation
 - Computer Technology
 - Damage Control Procedures
 - Deflector Shield Operation
 - Deflector Shield Technology
 - Electronics Technology
 - Environmental Suit Operation
- *Gaming
 - Instruction
- *Language
 - Leadership
- *Life Sciences
 - Life Support Systems Technology
- *Marksmanship, Archaic Weapon
 - Marksmanship, Modern Weapon
 - Mechanical Engineering
- *Medical Sciences
 - Negotiation/Diplomacy
- *Personal Combat, Armed
 - Personal Combat, Unarmed
 - Personal Weapons Technology
- *Physical Sciences
- *Planetary Sciences
- *Planetary Survival
 - Security Procedures
 - Shuttlecraft Pilot
 - Shuttlecraft Systems Technology
 - Small Equipment Systems Operation
 - Small Equipment Systems Technology
 - Small Unit Tactics
- *Social Sciences
- *Space Sciences
- *Sports
 - Starship Combat Strategy/Tactics
 - Starship Helm Operation
 - Starship Sensors
 - Starship Weaponry Operation
 - Starship Weaponry Technology
 - Streetwise
 - Transporter Operational Procedures
 - Transporter Systems Technology
- *Trivia
- *Vehicle Operation
 - Warp Drive Technology
 - Zero-G Operations

Administration

This skill, required of department heads aboard a starship and important to anyone who keeps records or manages people, deals with the structure and function of bureaucracies. Expertise most frequently is gained through experience, but Star Fleet gives formal training to prospective department heads. This training includes record-keeping procedures and personnel management techniques, as well as the organization of most Federation departments and the structure of Star Fleet itself.

This skill would be used by characters attempting to pass information through or get information from government channels, to write a report for or make a presentation that will be accepted positively, or to deal with administrative personnel matters such as transfers. It would be particularly valuable for any character attempting to cut governmental red tape or to bypass normal bureaucratic channels.

Artistic Expression

This skill encompasses fine arts, performing arts, and applied arts. Training is a combination of guided practice in technique and instruction in theory and important contributions to the field. Training in any of the performing arts includes instruction in repertoire as well as extensive practice in solo and ensemble performance. The greater the skill in this area, the finer the expression of the art form chosen.

This skill can be used by a character who desires to produce a piece of art or perform for non-player characters, such as for an important person on a newly discovered planet. Skill in music, for example, also may be used by a character attempting to reproduce a musical code, recognition sign, or even an alien language.

A separate Skill Rating must be developed for each different type of art form. Typical choices in the fine arts are painting with oil, water color, or light, sculpting in stone, plastic, or gemstones, and writing short stories or poetry; typical choices in the performing arts include drama, vocal or instrumental music (specifying the instrument), and such dance forms as jazz or zero-G ballet; typical choices in the applied arts include optical photography, holography, graphic design, and so on.

Atmosphere Craft Pilot

See *Vehicle Operation*.

Carousing

This skill encompasses such pastimes as drinking, bar hopping, gambling, and chasing members of the opposite sex. Ratings in this skill are gained only through experience, much of it hard-earned indeed!

This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It is also averaged with END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.

Communication Systems Operation

This skill deals with the operation of all types of communication systems, from the standard-issue communicators to subspace radio. As taught by Star Fleet, it includes Star Fleet communications procedures such as opening hailing frequencies, standard codes and ciphers, and so on. A character competent in this skill can operate all Star Fleet communications gear under normal circumstances. The Communications Officer aboard a starship has at least professional-level skill in this area. The operation of unfamiliar communication equipment, the establishment of communication under adverse circumstances, or the cracking of unfamiliar codes is not covered under normal use, but those with greater skill in this area will have a greater success.

This skill could come into play when a character tried to send a message through subspace interference, when a transmission in code needed to be broken, or when alien transmissions needed to be analyzed.

Communication Systems Technology

This skill deals with the technology of modern communication devices, including log records, message buoys, personal communicators, and subspace radios. Training includes instruction in communications transmission theory and guided practice in the construction and repair of the various devices used by Star Fleet. Communication Officers and Engineering Officers are qualified in this skill, so that they may make routine repairs in the event of equipment malfunction.

This skill is used during starship combat if a bridge hit damages the Communications Panel. It may be used by any player trying to repair any communications device.

Comparative Archaeology

See *Social Sciences*.

Computer Operation

Taught from early grade school, this very important skill is a part of every educated person's background, as computers are used to analyze and retrieve data for nearly all purposes. All Star Fleet personnel have some competence in this skill; Medical Officers, Communications Officers, and Science Officers most often have professional-level competence, because computers are fundamental tools to their professions. Training includes the theory of computer operations and computer programming, as well as practice in the use of data-base systems for information retrieval. Any character qualified in this skill can use the ship's computer for routine matters to find most obvious information; those with greater skills can use it creatively to dig out even obscure information from the computer's extensive memory banks.

This skill is used to gather data with such computer-enhanced sensing devices as the tricorder, even though interpreting this data may require a specialist. It can be of use when a character is trying to correlate facts observed into patterns that can be used to make plans.

Computer Technology

This skill deals with the practical technical side of computers. Training includes some instruction in computer theory and guided practice in computer construction. Computer repair is stressed, and Engineering Officers, Science Officers, and Communications Officers have at least minimum qualification in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships. Computer design and more complex computer theory is covered by the *Physical Science* skill of computer science.

This skill is used in the game for more-than-routine repairs. Such repairs are dealt with during training, but the more skilled an officer is in this field, the more successful he will be at difficult repairs.

Damage Control Procedures

This skill involves assessing and correlating damage reports during combat and using damage control parties efficiently. All Star Fleet personnel are trained in this area, but Communications Officers receive extensive training so that they can function as starship Damage Control Officers. Training includes efficient routing of damage control parties and instructional methods for training damage control parties.

This skill is used mainly in starship combat by the Communications/Damage Control Officer. It is used to help reduce damage from incoming fire and also to repair superstructure damage already sustained.

Deflector Shield Operation

This skill involves the energizing of a starship's defensive screens, which protect it from space debris and from damage during starship combat. It also deals with the ship's tractor/pressor beams, which are used to maneuver small objects toward or away from the ship. Qualified personnel can use their skill to operate the shields during most routine operations, but the ship's Navigator has the main responsibility for ship defenses during combat. As a result, Navigators receive extensive training in this skill.

This skill is used mainly in starship combat by the Navigator. It is used as a measure of how efficiently he is able to use the power allocated to him, perhaps allowing him to gain more-than-normal amounts of shielding for it. It also can be used if a character attempts to use the tractor/pressor beams for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams.

Deflector Shield Technology

This skill involves the repair and maintenance of the devices that produce a starship's protective screens and its tractor/pressor beams. Training involves instruction on the theory behind the devices as well as extensive guided practice constructing and repairing the devices and their controlling panels. Engineering Officers and Navigators are competent in this skill so that they may make emergency repairs to the equipment, even during starship combat.

This skill is used in starship combat by the Navigator in case a bridge hit damages the Deflector Shield Panel. It also could be used if a character desired to construct a tractor/pressor beam or shield generator while on an adventure.

Electronics Technology

This general skill encompasses all electronics work, including the construction and repair of most electronic gear, with the exception of computers, communications devices, deflector shields, and other specialized equipment. Training includes instruction in circuit theory, electronics design, and construction techniques. Engineering Officers are qualified in this skill so that they may make repair on the many ship-board electronics systems.

This skill is used when a character attempts to repair any electronics gear not specifically covered under a different skill, such as an environmental belt. It may be used if a character attempts to construct a new electronic device, but characters with high Skill Ratings have a better chance of the device working properly.

Environmental Suit Operation

This skill is essential for any character who can be expected to perform tasks in hostile environments. All Star Fleet personnel are qualified to work in an environmental suit, having trained in a wide variety of environments, including extreme heat and cold, poisonous atmospheres, vacuum, and underwater. Instruction is given in the suit's functions and in emergency repairs, and guided practice is given in which trainees are expected to perform normal work. Training includes the use of a life support belt. Science Officers, and, to a lesser degree, Engineering and Security Officers, are given extra training in this skill.

This skill could be used by any character who desired to do something unusual while wearing the suit, such as delicate work, combat or other less-than-leisurely movement, or emergency repairs.

Federation History and Law

See *Social Sciences*.

Gaming

This skill involves games of mental prowess and strategy, including three-dimensional chess and wargames and simulations. It does *not* include figuring odds and gambling, which are part of *Carousing*, though some card games and games with dice are included here, as long as skill, and not luck, controls the win. Gaming does not include physically strenuous games, which are part of *Sports*. Training includes a study of the rules and strategies of the game, as well as analysis of the games played by past masters of the game, but most importantly it includes much practice and experience playing the game.

This skill may come into play if a character is challenged while on a diplomatic mission, much in the way of the legendary riddle games of ancient Terra. It is possible that the strategies of the game can be applied to problem solving in difficult circumstances.

Ground Vehicle Operation

See *Vehicle Operation*.

Instruction

This is the skill of passing on knowledge to others. It is taught to all Star Fleet officers, because they are expected to teach skills they know to the men and women under their command. Training involves the use of audio and visual aids, testing and other assessment tools, and other instructional techniques.

This skill is used by characters attempting to teach a skill they know to another player or non-player character.

Language

This skill area covers not only spoken Earth languages and alien languages, but also ancient written languages and languages that are so alien as to be not even sound-based (flashing lights, waving tentacles, etc.), where the 'speakers' must use mechanical devices to communicate. All characters are considered to have professional-level skill in their native tongue; in addition, all Star Fleet personnel are considered to have professional-level skill in Galacta, the standard Federation language, if it is not native to them. (This language is similar to and treated as English in the TV series.) Furthermore, each Star Fleet Cadet learns another language as part of his training at Star Fleet Academy. Communications Officers are given extra training, and Science Officers and Medical Officers become very proficient in another language if they take advanced degrees before they enter Star Fleet. Characters with basic proficiency in a language can converse in or read that language for most uses, but more expertise is required for communication using highly technical terms, slang, jargon, or their specialized words. Characters with professional-level skill in two languages can act as translators and interpreters, and characters expert in a language can write skillfully and express themselves fluently and elegantly in that language.

Language skills could be important to a character if he attempts to communicate with a being of another race without using the universal translator, if he were overhearing a conversation in that tongue, for example.

Each language must be studied separately, so that a character, particularly a Communications Officer, may have a number of Skill Ratings, one for each language he knows.

Leadership

Taught to all Star Fleet Cadets and reinforced at Department Head School and Command School, this is one of the most important skills for those who aspire to command. Instruction is given in motivational techniques, listening, and discipline, and guided practice is given in debate, persuasion, and others of the speech arts. Personnel management training is also given. Star Fleet officers who pass through Command School have professional-level skill in this area.



This skill is used when a character tries to influence others, often modified for his CHA score. It would be used when convincing subordinates to follow an unusual or highly dangerous order. It would be used when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead.

Life Sciences

This group of skills includes the study of living things, both terrestrial and alien plants and animals, bacteria, fungi, and other organisms. All Star Fleet officers have some training in one of these sciences, and Science and Medical Officers have training in at least one, with the likelihood of training in more than one and extensive training as well. Separate Skill Ratings must be developed for each type of life science, such as those examples listed below.

Bionics: Training includes the study of how biological systems and functions can be applied to engineering problems. Included are the physical melding of beings and machinery, such as with artificial organs or electro-mechanically enhanced senses. Bio-engineers can use their skill to create artificial organs and limbs.

Botany: Training includes the study of plants, from simple algae to complex flowering and nonflowering varieties. It also includes such agricultural topics as growth mechanisms, genetics, cross-fertilization, hybridization, and hydroponics (growth without soil). Most botanists can recognize poisonous and edible plants, and from plants under cultivation can deduce information about the technology, metabolism, and life-style of those doing the agriculture.

Ecology: Training includes the study of how living things interact with their environment. Planetary ecologists can determine if a planet is habitable, as well as the probable effects of colonization on the planet's life forms and environment. Ecologists can use their skill to determine which, if any, plants and animals can become part of the food chains of Federation or alien races.

Exobiology: Training includes the study of life forms alien to humanoid creatures. It involves the study of non-carbon-based organisms, with life cycles that may not include nitrogen, oxygen, or water. Exobiologists can use their skill to give information about the structure and function of alien creatures and plants, perhaps even determining that what appears to be non-living is in fact alive, but of a structure totally new to the Federation.

Genetics: Training includes the study of heredity and variations in living things from one individual, group, species, or generation to another. Genetic specialists added their skills to projects like constructing The Genesis Device or breeding genetic 'supermen' such as Kahn Noonian Singh.

Zoology: Training includes the study of animal life, with particular emphasis on the properties of and characteristics exhibited by an animal, an animal type, or an animal population. Zoologists can use their skill to recognize predators and prey, and they can determine which animals are likely to be dangerous or beneficial to a landing party.

Life Support Systems Technology

This skill deals with the operation, repair, and modification of life support machinery, both shipboard equipment and landing party equipment. Training includes the technology of the starship life support systems, environmental suits, life support belts, and standard medical life support equipment. Medical and Engineering Officers are qualified in this skill.

This skill may be used by characters attempting to repair the ship's life support systems during starship combat or to modify medical life support equipment for emergency surgery.

Marksmanship, Archaic Weapon

This skill encompasses the use of all ancient (in *STAR TREK* terms) projectile weapons, from slings through crossbows to 20th-century firearms. Training includes extensive hands-on practice with the weapon, including its assembly, cleaning and care. Characters with professional-level skill in a weapon can construct or reload their own projectiles, and they can use the weapon competently in most normal cases.

The Skill Rating in this skill is used to help determine the to-hit number used during combat, and thus in combat and in other critical situations, those with higher Skill Ratings will have a greater chance to hit.

A separate Skill Rating must be developed for each weapon type, though a rating may apply wholly or in part to similar weapons. For example, skill in a longbow may be used as skill in a short bow.

Marksmanship, Modern Weapon

This skill encompasses the use all types of Star Fleet sidearms and other light weapons, as well as similar weapons carried by Klingons, Romulans, and other known races. Because one of these weapons works very much like another, there is no need to specify individual types as far as aiming and firing are concerned. All Star Fleet personnel receive training in these weapons, and Security Officers get extra training until they reach professional-level skill.

The rating in this skill is used to help determine To-Hit Number for combat. It may be applied in part to help determine the to-hit numbers for unfamiliar weapons until basic familiarity is gained.

Mechanical Engineering

This general skill covers the technology of mechanical devices. Training is given to Engineering Officers in assembly, repair, and design of the mechanical devices and systems common to the Federation.

This skill would be used to rig a temporary airlock, make field repairs to a ground vehicle with a damaged gear box, and so on.

Medical Sciences

This broad group of skills includes everything from first aid to surgery and psychiatry. All Star Fleet personnel are qualified in first aid on themselves and members of their own race; Medical Officers, of course, study further, gaining professional-level skill in several areas of medical science.

Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology*. These skills are pre-requisites to all other medical skills. Additional Skill Ratings may be gained in the other medical sciences listed below as examples. Although a character may gain separate Skill Ratings in these medical specialties if he desires, he may choose instead to gain a rating in the skill for his native race and average his skill in *General Medicine* to determine his Skill Rating for other races.

General Medicine: This is the anatomy and physiology of the body, its systems, organs, and tissues. Training begins with first aid and continues through diagnosis and treatment of most common disorders, including wounds and diseases. The basics of this skill are given to all Star Fleet personnel, and it is this Skill Rating that is used in determining success in first aid attempts. Professional-level training in this area is required of all practicing physicians and other medical specialists. All Star Fleet Medical Officers are trained to treat several races.

Pathology: Training involves the study of diseases and the changes caused by them in tissues and organs. It also includes extensive study of tissues, including analysis for trace substances, bacteria, and viruses. Pathologists can use their skill to analyze a tissue sample for poisons or to perform an autopsy.

Psychology: Training involves study of the working of the thinking mind. Observational techniques are taught for use in behavior studies of individuals and groups. Extensive training in this area is given to all Star Fleet Medical Officers, so that they may deal with several races. Psychologists can use their skill to detect patterns that deviate from the norm, gaining information about the state of mind of those under observation.

Surgery: Training includes advanced techniques, including anesthetics and organ transplant. Surgeons can use their skill to save the life of a severely wounded or diseased character.

Negotiation/Diplomacy

This skill involves attempts to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council; generally, it cannot be used to influence player characters. It is taught to Star Fleet officers in Command School, because in making a first impression on a dubious official or stubborn native, it is most vital.

The skill can be used in any verbal interaction between player characters and non-player characters. Those with a higher Skill Rating will be able to exercise their influence with greater success.

Personal Combat, Armed

This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword, the club or mace, the spear, and the knife or dagger. Training involves guided practice in the various attack and defense modes for each weapon, as well as in the weapon's care. A separate Skill Rating must be developed for each class of weapon, but some or all of the rating may be applied to similar weapons.

The Skill Rating is used to help determine the To-Hit Numbers for use in combat. Individuals with a higher rating will be more successful in combat.

Personal Combat, Unarmed

This skill is all-inclusive, simulating all unarmed combat styles (judo, karate, boxing, etc.). Training involves physical conditioning, as well as instruction and guided practice in attack and defense modes, falls, special series of attacks, and so on. Though not all forms of unarmed combat are alike, separate Skill Ratings are not required in the separate forms.

The skill is used to help determine the To-Hit Number and the damage in hand-to-hand combat.

Personal Weapons Technology

This skill involves the repair and modification of modern sidearms such as phasers and disruptors. Training includes instruction in beam circuitry and guided practice in repair techniques. All Star Fleet personnel receive some minor training in this skill to allow them to recharge their own weapons and to replace obviously damaged microchips; Security and Engineering Officers receive additional training in this skill so that all are qualified to make most normal repairs.

This skill would be used by a character attempting to make modifications to a phaser or disruptor or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug.

Physical Sciences

This large group of skills includes the theoretical sciences that govern the behavior of non-living materials: solids, liquids, gases, and plasmas. The group also includes mathematics and computer sciences. All Star Fleet cadets are trained in at least one of these sciences, and all Science and Medical Officers have extensive, professional-level training in at least one, if not several. Separate Skill Ratings must be developed in each science, such as the examples listed below.

Chemistry: Training includes study of the behavior of elements and compounds, their reactions and synthesis, as well as chemical analysis. It also includes practice in standard laboratory techniques and in the interpretation of chemical data from sensor and tricorder scans. Chemists can use their skill to analyze the chemical composition and behavior of unknown substances, both aboard ship and on a planetary surface.

Computer Science: Training involves the theoretical basis for computer design and construction, and it includes the analysis of sophisticated computer systems. Extensive guided practice is given in the construction of experimental computers and in computer linkups with many types of remote sensing devices. Computer scientists can use their skill to analyze software/hardware problems, to build or rebuild computers, and to fathom the functioning of alien computation devices.

Mathematics: Training involves advanced theoretical mathematics, including statistics, various geometries, trigonometries, and algebras, and the structure and behavior of various space configurations. Also stressed is the application of these subjects to practical problems. Mathematicians can use their skill to make statistical sense of a wealth of data, such as that gained from surveys of an alien culture.

Physics: Training is the study of the relationship between matter and energy, including the laws of motion, light, heat, sound, electricity, magnetism, radiation, atomic structure, and nuclear phenomena. It involves practice using physical sensing devices and analysis tools. Physicists understand the theory behind warp drive engines, matter/antimatter reactions, and the beamed energy used in phasers and transporters. They can use their skill to determine the physical structure and behavior of unknown substances, the probable effects of unknown radiation sources, and to determine the theory behind alien technology.

Planetary Sciences

This large group of sciences deal with the structure and function of planetary materials: a planet's lithosphere (including its geography and its rocks, minerals, ores, and fuel deposits), its hydrosphere (including its oceans, lakes, and rivers), and its atmosphere (including its weather and climate). All Star Fleet cadets are trained in one of these sciences, and Science Officers frequently have professional-level training in at least one. Separate Skill Ratings must be developed for each different science, such as the examples listed below.

Geology: Training involves not only the study of such earth materials as rocks, minerals, ores, and soil, but also the study of such landforms as mountains, valleys, volcanoes, and beaches, and of the processes that create them. It also includes extensive field experience in mineral and fossil identification, in analyzing the geologic history of a region, and in geologic mapping. Geologists can use their skill to determine the presence of a valuable ore or fuel deposit, or to identify likely regions for earthquakes or volcanic activity.

Hydrology: Training involves the study of a planet's water (or its substitute) as found on the planet's surface, beneath its surface, and in its atmosphere. It deals with the precipitation-river-ocean-evaporation cycle, as well as with the chemical and physical nature of the water itself. It also deals with oceanography and such topics as currents and waves, flooding, and ice sheets and glaciers. Hydrologists can use their skill to help determine the suitability of a planet for colonization, to discover underground water sources, and so on.

Meteorology: Training includes the study of all atmospheric phenomena, including weather (winds, storms, precipitation, temperature, etc.) and climate (the prevailing weather conditions in an area). Meteorologists can use their skill to predict the weather, or to determine the suitability of a planet's climate for colonization, for example.

Planetary Survival

This includes the variety of skills needed to survive under extreme conditions planetside. This skill is gained mainly through practice in securing food, water, and shelter under primitive conditions, but some theoretical training is helpful. This skill is taught by Star Fleet as it is needed by specific landing-party personnel, but many Star Fleet personnel have some training from their childhood and adolescent experiences (as with the Federation Scouting movements) or from such outdoor hobbies as wilderness camping. Professional-level skill in this area would allow a character to act as a professional guide. Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets.

Security Procedures

This skill deals with all procedures used by Star Fleet for insuring the physical security of personnel, equipment, documents, and property. Training includes instruction in techniques for confining and interrogating prisoners, for controlling crowds, and for protecting VIPs. It also includes the alert procedures used in star bases, starships, high-security compounds, and most other Star Fleet installations. All Security Officers have professional-level skill in this area.

This skill could be used by a Security Officer to discover that a Klingon spy has stolen vital documents, or to control a crowd of hostile natives without resorting to weapon fire.

Shuttlecraft Pilot

This skill deals with the operation of the standard shuttlecraft used by Star Fleet and carried on many larger ships. Training includes guided practice on simulators as well as actual flight time, with emphasis on takeoffs and landings. All Security Officers receive some advanced training in this skill, even though any character qualified to fly the shuttlecraft can do so under most normal conditions. At least advanced skill or even professional-level skill is more commonly required for this duty to be assigned to a character.

Characters can use this skill in operating the shuttle under tough conditions, or in operating special-purpose shuttles, such as the aquashuttle sometimes used on starships calling at water worlds.

Shuttlecraft Systems Technology

This skill involves supporting, maintaining, and repairing standard and special-purpose shuttles. Training involves study of all shuttlecraft electrical, mechanical, and drive systems, as well as guided practice in repair and maintenance. All Engineering Officers are trained in this area.

The skill could be valuable to a character needing to leave a planet in a hurry, but faced with an inoperative shuttlecraft. It was this skill that aided Scotty in the episode *The Galileo Seven*.

Small Equipment Systems Operation

This skill involves the operation of all types of Star Fleet equipment, such as communicators, tricorders, universal translators, aqualanterns, and the like. Training is gained through classroom instruction and guided practice. All Star Fleet personnel have training in this skill, and thus are able to use most Star Fleet equipment under normal circumstances.

Characters could use this skill if they attempt to operate unfamiliar, but similar, alien equipment, or if they attempt to use Star Fleet equipment in unusual ways.

Small Equipment Systems Technology

This skill deals with the repair and modification of small hand-held equipment such as communicators, tricorders, or universal translators. Training includes study of the circuits and mechanical systems of most Star Fleet gear, with extensive guided practice in making repairs and simple modifications. All Star Fleet Engineering Officers have training in this skill.

A character could use this skill in attempting to modify equipment, as Mr. Spock did when he converted the crystals in a subcutaneous transponder into a crude laser in the episode *Patterns Of Force*.

Small Unit Tactics

This skill involves study of military and/or police tactics used in small skirmishes or commando actions. Training not only includes study of appropriate tactics, but also extensive guided practice in wargaming simulations not only with scale mockups but also in full-size field actions. Security Officers receive advanced training in this skill, and many have professional-level skill, particularly those who accompany or lead planetside scouting parties.

The skill would be used by a character desiring to set up effective defenses for a landing party in a hostile area or to command a boarding party.

Social Sciences

This large group of skills deals with the institutions and functions of societies and with the interpersonal relationships between individuals in those societies. Every Star Fleet officer has training in these areas with respect to his own race, planet, and culture, as well as in the laws and history of the Federation. Furthermore, all have skill in at least one other area, and many have training in more than one area. Separate Skill Ratings must be developed for each separate race and for each different field, such as the examples listed below.

Archaeology: Training involves the study of a race's ancient cultures, their history, and their lifestyles. It includes the study of applicable dead languages as well as practice in making archaeological digs and in identifying and dating relics and ruins. This skill could be used by a character attempting to decipher runes or to determine the use of an alien artifact.

Economics: Training involves the study of the basic laws of supply and demand, as well as the basics of trade, wealth, and the production, distribution, and consumption of goods and services. Many officers in full-time services in the Mer-

chant Marine Command have training in this field, and all private merchants probably do as well. This skill could be used by characters dealing with a race's economy in trade or in determining the social conditions on a world.

Law (including Federation Law): Training involves the study of the codes, customs, and rules of a society. Security Officers receive advanced training in Federation law, as do officers attending Command School. The skill could be used by characters dealing with a race's legal system or in remembering an obscure law on one of the Federation's member planets.

Political Science: Training involves the study of a society's politics and government. It includes study of the way laws and policies are made, in the structure of the government and its institutions, and in the ways political groups gain and control power. The skill could be used by a character attempting to influence a government, possibly modified by his Skill Rating in *Negotiations/Diplomacy*. It also could be used to identify the power groups in an alien society, and to distinguish those who actually wield the power from those who appear to have the power.

Racial Culture/History (including Federation History): Training involves study of the history and culture of a starfaring race. Communications Officers receive advanced training in one or more races, and Command School gives additional training in Federation history. The skill would be used by characters attempting to avoid mistakes in manners or behavior on an alien world, or attempting to make sense out of behavior they are witnessing.

Space Sciences:

This large group of skills includes the study of space, the stars, planetary motions, navigation, and the application of other sciences to space travel or to deep space. All Star Fleet officers have training in at least two of these sciences, and Science Officers, Helmsmen, and Navigators are given additional training in one or more of these fields. Separate Skill Ratings must be developed for each different science, such as the examples listed below.

Astrogation (Starship Navigation): Training involves all three types of navigation used by Navigators — piloting by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars. It includes star mapping and plotting courses and orbits. Navigators receive professional-level training in this skill so that they have the tools needed to determine where a starship is, where it is going, and when it will get there. This skill is used in plotting intercept courses and standard orbits, and it could be used in determining where a ship was if it wandered off course during an ion storm.

Astronautics (Starship Engineering): Training involves the theory and practice of creating and maintaining starships and other manned space habitats and environments. It encompasses the general areas of starship design and construction — bulkheads, decks, stresses and strains, hull repair, and the like. Development includes extensive training in starship power grids and in the repair of damage to that grid and superstructure. All Engineering Officers are trained in this skill, and many choose to have advanced training as well. This skill is used by the Engineering Officer in starship combat when attempting to make emergency repairs to the power grid after a hit on the engine room.

Astronomy: Training involves observations from deep space, including all forms of electro-magnetic radiation (light, radio-frequency emanations, etc.), neutrino scans, gravitics, and so on. It includes study of the theories concerning these observations, as well as guided practice in making the observations and interpreting them. This skill, which is studied by all Star Fleet officers, could be used by a character to discover a previously unknown black hole or perhaps a star going nova.

Astrophysics: Training involves the study of the universe and its parts in an attempt to discover how it works by using physical laws and theories to explain astronomical observations. It includes study of the motions of satellites, planets, stars, and galaxies as well as stellar growth and decay. Navigators are trained in this area. It could be used to determine that a comet or large meteorite is on a collision course with an inhabited planet.

Sports

This skill involves all of the many sport forms in the known universe. Development includes physical training, instruction in technique, and extensive guided practice and competition. Characters who have proficiency in a sport are considered to have average recreational skill; those with advanced training would be considered to be enthusiasts. Characters with professional-level skill could qualify for professional teams or as instructors. This skill could be used by characters attempting physical activities that are similar to the activities in the sport, such as to rescue someone drowning, running long distances or sprinting under adverse conditions, and so on.

Separate Skill Ratings must be developed for each sport desired; typical choices are swimming and diving, gravball, zero-G handball, bowling, track and field, weightlifting, and so on.

Skill in swimming covers recreational or survival swimming and diving techniques. A character qualified in this skill can swim for recreation without fear of drowning under normal circumstances. All player characters except Vulcans and Caitians may have developed this skill as part of their background before joining Star Fleet. (Vulcans come from a dry planet with little freestanding water, and Caitians developed from plains felines and thus are not comfortable with swimming or large bodies of water.) Characters desiring to use SCUBA gear should choose it as the subject of the *Trivias* skill.

Starship Combat Strategy/Tactics

This skill involves the ability to command a starship in battle. Development of this skill includes study of the great space commanders and battles throughout history. It also includes intensive training on simulators, recreating past space combat actions and fighting hypothetical ones. Characters who attend Command School receive professional-level training in this area, but many captains-to-be go beyond even this training.

The skill is used in starship combat to determine which captain has the tactical advantage.

Starship Communications Procedures

See *Communication Systems Operation*.

Starship Engineering

See *Space Sciences: Astronautics*.

Starship Helm Operation

This skill deals with steering a starship, actually operating the controls of its warp and impulse engines. Development of the skill includes training in executing standard, evasive, and battle maneuvers, as well as in executing standard orbits, intercept courses, and the like. All Navigators have training and all Helmsmen have professional-level training in this skill.

The skill is used in starship combat when emergency maneuvers are attempted.

Starship Navigation

See *Space Sciences: Astrogation*.

Starship Sensors

This skill involves operating a starship's sensors probes to gather data for interpretation and storage in the ship's computers. Development includes extensive training in the efficient use of the sensor controls and, when combined with other science skill, in the swift interpretation of the data gathered. All Star Fleet officers are trained in this area, but Navigators and Helmsmen receive advanced training and Science Officers receive professional-level training.

This skill is used to detect life and energy sources in other ships and on planets. The ship's sensors also provide planetary gravity and climate data from standard orbit. All of this data may be interpreted by the Science Officer to give information to a prospective landing party. The skill also may be used by a Navigator to detect at long range moving objects likely to pass near a ship. In starship combat, the skill is used to provide data to the bridge crew about the enemy vessel, its preparations, its power allocation, and its damage.

Starship Weaponry Operation

This skill deals with the operation of all types of starship phasers and photon torpedoes, including their arming, aiming, and firing. Training includes the use of the targeting computer and extensive practice, not only with combat simulators but also using the actual weapons on Star Fleet Academy's target range. All Helmsmen receive professional-level training in this skill, and any captain-to-be must have some training in this area.

This skill is used in starship combat to help determine to-hit rolls. It also might be used by a character attempting to operate unfamiliar ship's weaponry in a captured vessel.

Starship Weaponry Technology

This skill deals with the technical aspects of both phaser weaponry and photon torpedoes, particularly covering repair and maintenance. Training includes study of the appropriate circuit theory, as well as extensive guided practice in weaponry equipment assembly, disassembly, and repair. All Helmsmen and Engineering Officers are trained in this skill so that they may make minor to moderate emergency repairs of damaged or malfunctioning equipment.

Helmsmen may use this skill to make emergency repairs to the Weapons Console should it be damaged by a bridge hit during starship combat. A character also could use this skill to make minor weaponry modifications.

Streetwise

This skill is gained only by experience, interacting with people planetside. The urban counterpart of *Planetary Survival*, this skill deals with how to blend in with the natives in a port, how to hide from the police in unfamiliar city slums, how to contact the urban underground without being compromised, and how to behave in back alleys and back rooms in the seamier parts of any humanoid planet from Vulcan to Sherman's Planet.

The skill may be used by a character to find what he wants in port, whether it is information from a bartender about an illegal gambling parlor or about what ships have been in or out of port in the last two months.

Transporter Operational Procedures

This skill involves the use of transporter devices, whether they be personnel transporters or cargo transporters. Training includes locking in on a person or an area, powering up the system, and accomplishing beamup with simulators and with all three transporter types commonly in use. All Star Fleet officers are trained in this skill.

This skill may be used when a character desires to make a quick lock-on and beam-up, when atmospheric conditions or other hazards make beaming difficult, or when extreme precision is required, such as transporting into an unknown area using sensor readings only.

Transporter Systems Technology

This skill deals with the technical aspects of the transporter devices. Training includes assembly and repair of transporter circuitry, which seems to be particularly vulnerable to malfunction. All Engineering Officers are trained in this skill.

This skill may be used by a character desiring to correct a transporter malfunction such as the one which split Capt. Kirk into two parts as in the episode *The Enemy Within*, or to modify transporter circuitry for a special purpose.

Trivia

This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Some *Trivia* skills, such as 20th-century firearms, will be technical or academic in nature, and others, such as explosives, will be gained only through experience. Some will be useful and others will be just for fun or to round out a character's personality for better role-playing. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill.

Vehicle Operation

This skill is involved in the operation of all modern (in *STAR TREK* terms) aircraft, ground transport vehicles, and water vehicles, including both pleasure and passenger/cargo vehicles. Anyone qualified in this skill can operate small, private vehicles under normal conditions. Separate Skill Ratings must be developed for atmospheric craft, ground vehicles, and water vehicles, if desired.

This skill would be used by characters attempting to fly a familiar or unfamiliar aircraft, use a ground vehicle, or pilot a water vehicle while on a landing party.

Characters with this skill have a lesser proficiency in archaic vehicles, such as biplanes or helicopters, 20th-century automobiles, or sailing vessels. If a character wishes to specifically develop skill with a particular type of ancient vehicle, as a hobbyist, for instance, the character should develop the skill of *Trivia*, with 'Ancient Aircraft' or 'Ancient Water Vehicles' as the specific category. The character will then be able to apply his Skill Rating to the operation of that type of ancient vehicle.

Warp Drive Technology

This skill covers knowledge of the matter/antimatter mix formula that runs a starship. Development includes study of the theory behind the warp drive and extensive practice with simulators, altering the mix to meet a variety of situations, including emergencies such as starting the engines cold and nursing more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair. All Engineering Officers are trained in this skill, and most have professional-level training.

This skill is used in starship combat to coax extra power from the engines and to make emergency warp speed changes.

Water Vehicle Operation

See *Vehicle Operation*.

Zero-G Operations

This skill involves all activity in null-gravity situations. It is gained only through experience, and it is part of Star Fleet officer training.

A character operating where the gravity is low or non-existent uses this skill, whether it be for emergency repairs outside a ship in space or for combat aboard a floating derelict. When a character attempts to use other skills under such conditions, the Skill Rating in this skill is used to modify that skill's rating.

USING ATTRIBUTES AND SKILLS

Attribute Scores and Skill Ratings are measures of the character's chance to apply his attributes or skills successfully in critical situations, such as those in which there is only a limited time available, those that are of an unusual nature, or those that must be performed under stress. The ratings also indicate the relative quality of the result and the relative ease with which the attribute or skill can be applied to the problem.

Normally, characters may do the things that the players desire, as long as the characters have the time, are not under stress, and are attempting nothing unusual. Sometimes, however, a player will want his character to attempt something unusual or something usual in a critical situation. In these cases, success may not be automatic, and the gamemaster will determine a character's ability to perform the unusual action, particularly if success will make a big difference in the play of the game or failure will bring potentially bad consequences.

A character's mental or physical abilities may be the factors that determine the success of the attempted action, or his development in a particular skill may be the controlling factor. In either case, at these times in the game and for such unusual actions, the gamemaster may ask the player to make a percentile dice roll to help him determine the character's success or failure. This roll is compared to a target that is determined by the gamemaster. If the dice roll is greater than the target, then the attempt to perform the unusual action failed, and the character is unable to complete his action in that way at that time. If the dice roll is less than or equal to the target, then the attempt was successful.

If the controlling factor is an attribute, the roll is called a Saving Roll and the target will depend, in part, on the character's score in one or more attributes. If the controlling factor is the development of a skill, the roll is called a Skill Roll and the target will depend, in part, on the character's Skill Rating in one or more skills.

The gamemaster may adjust the Attribute Rating or Skill Rating to allow for harder and easier tasks and for differing circumstances. In some circumstances, the gamemaster may rule that no Saving Roll or Skill Roll is allowed at all; an example would be if the action a player wants to perform is clearly impossible or highly unlikely for someone of his expertise and capability.

Skill Rolls need not be made for routine use of skill, as long as the Skill Rating is 10 or greater. Thus, Lt. Sterling need not roll percentile dice every time he consults his starship sensors. His Skill Rating of 43 in *Starship Sensors* indicates far greater than a basic ability for routine matters.

A character attempting to do something for which he has no skill may botch the job entirely. For a character to handle *routine* matters in an area where his Skill Rating is less than 10, the gamemaster may require a Skill Roll using one 10-sided die, not percentile dice. If the roll is greater than the Skill Rating, the attempt fails and something goes wrong, but the gamemaster may allow a Saving Roll against LUC to see if the character figured it out anyway.

Skill Ratings above 10 come into play when a character attempts to perform unusual actions. For instance, if Lt. Sterling is asked to obtain a sensors lock on an enemy vessel during starship combat, he will be asked to make a Skill Roll against his Skill Rating in *Starship Sensors*. If his Sensors Panel loses power due to a Klingon disruptor bolt, he may be required to make a Skill Roll against his rating in *Computer Technology* to fix it.

CREATING A CHARACTER

When playing **STAR TREK: The Role Playing Game**, a player either may use one of the major characters aboard the *USS Enterprise*, or create an entirely new character aboard another ship of Star Fleet. This section gives the rules for players to create their own officers.

The system for developing a character involves the player in many decisions about his character, so that when the process is complete, the player knows a great deal about his character and has some idea about how he will play the character in the game. Furthermore, the player will have had a major part in determining just what things his character can do in the game, and, in the process, he will have decided how expert the character is in his areas of specialization. The process is not a quick one, but it is well worth the time and effort, because it is easier to play a character that one knows a great deal about than it is to play a character that one hardly knows.

Players are urged to follow the story about Lee Sterling as they create their first character. This will help them to see what the different parts of the system mean in terms of the character, and it will help to make sense of what the numbers are used for. Each section of the character generation rules details the events in a story section, and Lee Sterling's development is used as an example to illustrate the rules. After reading the story and the rules section, the player should follow the rules and develop that part of his own character. After completing a section, the player should return to the story to find out what the next section is all about.

After their first character has been designed, players need not refer to the story, but may generate their characters in the same way that they did their first.

Turn now to the story of Lee Sterling, found on page 34 of the **Cadet's Orientation Sourcebook**.

ASSIGNED SHIP, RANK AND POSITION

As the first step in creating a player character, the gamemaster will tell the players the type of ship that their characters will be using and the positions available on the ship. Then, the players and the gamemaster must decide exactly which player's character will take each position. This way, the player can aim for the rank and skill levels needed for the job the character will eventually have to fill. Once a character's eventual specialty is decided, actual character creation begins.

In our example, the gamemaster has determined that the characters in his game will be department heads aboard the *USS Lexington*, a starship like the *Enterprise*. The players and the gamemaster have determined that one player will play the Science Officer, and this player has chosen the character of Lee Sterling, a human male born on Luna.

At this time, determine the position, rank, and name of your character, and the name of the ship on which he (or she) will serve. The location on the Character Sheet where this information is recorded is shown in the illustration.



UFP Star Fleet Character Data Record

Name: _____ Age: _____ AP: _____

Rank: _____ Sex: _____

Assignment: _____ Ship: *USS* _____ Race: _____

Position: _____

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC TENSE 1	MAX ON END	CUM ON END	TO-HY, MOD	TO-HY, JTH	TO-HY, ...
WOUND: REAL RATE	FATIGUE: REAL RATE	BANK: HAND DAMAGE				DAMAGE

Service Experience Chart

Assignment:

Constitution-Class Starship						
Galaxy Exploration Command						
Military Operations Command						
Colonial Operations Command						
Merchant Marine Command						
Star Base Headquarters Command						
Star Fleet Academy						
Tour Length (years)	5	1	1	1		
Officer Efficiency Report (%)						

Skill List

Administration	Marksmanship, Modern	Small Unit Tactics
Artistic Expression	Mechanical Engineering	Social Sciences
Crafting	Medical Sciences	Federation Culture/History
Common Systems Operation	Personal Diplomacy	Federation Law
Common Systems Technology	Personal Combat, Armed	Space Sciences
Computer Operation	Personal Combat, Unarmed	Spoken
Computer Technology	Personal Weapons Technology	Starship Combat Strategy/Tactics
Damage Control Procedures	Physical Sciences	Starship Helm Operation
Deflector Shield Operation	Planetary Sciences	Starship Sensors
Deflector Shield Technology	Planetary Survival	Starship Weapons Operation
Electronics Technology	Security Procedures	Starship Weapons Technology
Environmental Suit Operations	Shuttlecraft Pilot	Screenwriting
Gaming	Shuttlecraft Tech	Transportation Operation Procedures
Intuition	Small Equipment Svc. Operation	Transportation Systems Technology
Language	Small Equipment Svc. Technology	Transportation
Leadership		Vehicle Operation
Life Sciences		Warp Drive Technology
Life Support Technology		Zero-G Operations
Marksmanship, Ancient		

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

CHOOSING A RACE

In **STAR TREK: The Role Playing Game**, the characters that the players have need not be anything like the players who create them. They need not have the same mental or physical attributes, and they need not have the same appearance. They do not need to even be members of the Human race. There are many, many starfaring peoples among Federation-affiliated populations, but quite a number are of six basic types. Each player character race has its own set of unusual physical and psychological peculiarities. The character creation system centers on these races.

At this time, choose the race and the sex for your character and return to the story of Lee Sterling; the illustration shows where to record this information on the character sheet. Humans are, by far, the easiest to play. (After all, most players have plenty of experience.) It is strongly suggested that a player's first character or first character in a new campaign be Human, especially if the player is not already very familiar with the **STAR TREK** universe or the gamemaster's campaign. It is difficult enough to learn the rules of the game or about the setting for a campaign without adding the complexity of learning to think like an alien. When playing non-human characters, the role-playing part of the game is more important than ever. Non-humans must act like non-humans! Information about each of the races is presented in the section **Races In The STAR TREK Universe** in the **Cadet's Orientation Sourcebook**.

CREATING ATTRIBUTE SCORES

Attribute scores are created using percentile dice and applying modifiers for each of the races. Players also have a fund of bonus points that they may apply to create a character with the attributes they desire. This procedure is found below.

INITIAL DICE ROLL

Each of the character's STR, END, INT, DEX, and CHA scores are created by rolling $3D10 + 40$. This means that the lowest possible attribute roll is 43 ($1 + 1 + 1 + 40 = 43$), the highest roll is 70 ($10 + 10 + 10 + 40 = 70$), and the average is 57 ($43 + 70 = 113$; $113 \div 2 = 56.5$, rounded up to 57). The LUC and PSI scores are created by rolling percentile dice.

In our example, the rolls for Lee Sterling's Strength were an 8, a 2, and a 5, and so his STR is 55 ($8 + 2 + 5 + 40 = 55$).

RACIAL MODIFIERS

Each race has modifiers because of its own capabilities. In every attribute score but PSI, the Human race is average, and so there is no modifier; Humans have very low Psionic Potential, and so there is a negative modifier for this attribute score.

Andorians are stronger and more hardy than Humans, on the average, but they are not as lucky. Like Humans, they have a low Psionic Potential.

Caitians are less hardy folk, but they are considerably more agile than Humans. Their physical beauty and their practice of absolute equality between sexes give them a slightly higher Charisma. Their luck is less than that of Humans, but their Psionic Potential is about the same.

Edoans are very dextrous but not as strong as Humans. Their luck and psionic potential are both less than those of Humans.

Tellarites are slightly stronger and more hardy than Humans, but their appearance and suspicious, brash personality combine to give them a lower charisma. They are as unlucky as the Andorians, and have less psionic potential even than Humans.

Vulcans are much stronger than Humans, more hardy than any other race in the Federation, and more intelligent. Their belief in logic leads them to be far less lucky than any other Federation race, and they are the only race that practices systematic training in psionics.

RACIAL MODIFIERS TO ATTRIBUTE SCORES

	STR	END	INT	DEX	CHA	LUC	PSI
Human	-	-	-	-	-	-	-30
Andorian	+10	+5	-	-	-	-20	-20
Caitian	-	-5	-	+20	+5	-10	-30
Edoan	-5	-	-	+15	-	-15	-35
Tellarite	+5	+5	-	-	-10	-20	-40
Vulcan	+20	+10	+10	-	-	-40	-

Add or subtract the modifiers to the attributes already created to adjust for racial differences. If the attribute score is zero or less, then adjust it upward to 1.

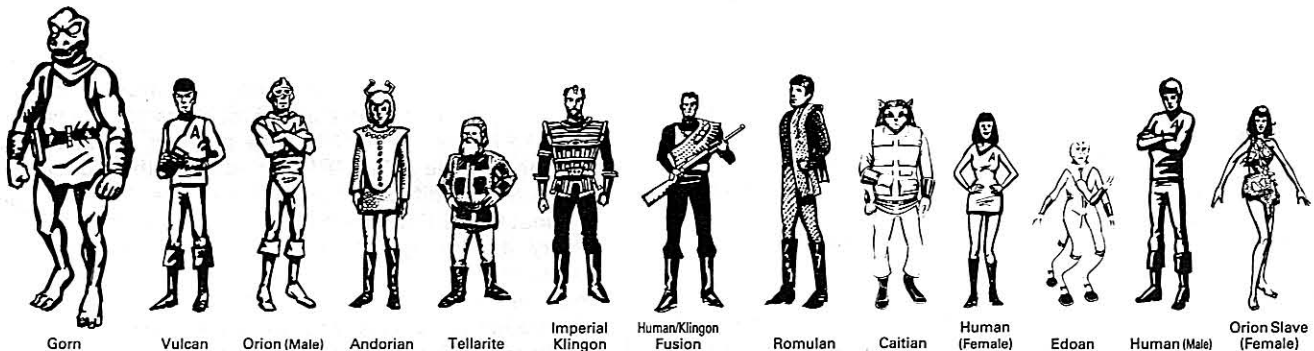
In our example, Lee Sterling's original PSI roll was 26. Applying the -30 modifier, his PSI score would be less than 0, and so it becomes 01.

BONUS POINTS

Because each player should be relatively free to determine which attributes will be important to his character, he will have a bonus fund of points to distribute as he desires. To determine the number of bonus points, roll D100 and divide by 2. These points may be applied to any attributes already generated except Psionic Potential, with two restrictions. No more than 30 points may be added to one attribute, and no attribute may be adjusted to more than 99 by using bonus points.

In our example, Lee Sterling had 37 bonus points ($74 \div 2 = 37$), which were divided between his Luck, his Intellect, and his Dexterity.

At this time, create the 7 attribute scores for your character and then return to the story of Lee Sterling.



CREATING ENDURANCE STATISTICS

A character's END score is used to determine 4 of the 6 statistics which are used in the game to keep track of his physical condition. These two numbers are the character's maximum operating endurance (MAX OP END), which describes his overall physical condition; his current operating endurance (CURR OP END), which describes his condition from moment to moment, including his fatigue. The other two statistics are a character's Inaction Save Level (INACT SAVE), the point at which he may not function normally, either because he is hurt or because he is exhausted; and his Unconsciousness Threshold (UNC THRESH), the point at which he will pass out. Each of these statistics is described in detail in the section on **Injury, Medical Aid, And Recovery**, but the procedure for creating these numbers is put here for convenience. As the endurance statistics are created, record them on the character sheet in the position shown in the illustration.

UFP Star Fleet Character Data Record									
Name: _____		Rank: _____		Age: _____		AP: _____		18	
Assignment: _____		Command: _____		Sex: _____		Race: _____		17	
Ship: USS _____		Position: _____		STR: _____		END: _____		16	
Inact Save: _____		Curr Op End: _____		CHA: _____		LUC: _____		15	
Wound Heal Rate: _____		Fatigue Heal Rate: _____		Tox-Ht: _____		Tox-Ht: _____		14	
Service Experience Chart Assignment: _____ Contribution Class Starship _____ Galaxy Exploration Command _____ Military Operations Command _____ Colonial Operations Command _____ Merchant Marine Command _____ Star Base Headquarters Command _____ Star Fleet Academy _____ Tour Length (years) _____ Officer Efficiency Report (%) _____									
Skill List Administration _____ + Artistic Expression _____ + Computing _____ + Communications Systems Operation _____ + Computer Operation _____ + Computer Technology _____ + Damage Control Procedures _____ + Deflector Shield Operation _____ + Deflector Shield Technology _____ + Electronics Technology _____ + Environmental Suit Operations _____ + Gaming _____ + Instruction _____ + Languages _____ + Leadership _____ + Life Sciences _____ + Life Support Technology _____ + Marksmanship _____ + Marksmanship: Airborne _____ + Marksmanship: Modern _____ + Mechanical Engineering _____ + Medical Sciences _____ + Navigation/Orientation _____ + Personal Combat: Armed _____ + Personal Combat: Unarmed _____ + Personal Weapons Technology _____ + Physical Sciences _____ + Planetary Sciences _____ + Planetary Survival _____ + Security Procedures _____ + Shuttlecraft Pilot _____ + Shuttlecraft Systems Technology _____ + Small Equipment Suit Operation _____ + Small Equipment Suit Technology _____ + Small Unit Tactics _____ + Social Sciences _____ + Federation Culture/History _____ + Federation Law _____ + Space Sciences _____ + Sports _____ + Starship Control Strategy/Tactics _____ + Starship Main Operation _____ + Starship Sensors _____ + Starship Weapons Operation _____ + Starship Weapons Technology _____ + Starship: _____ + Transporter Operation Procedure _____ + Transporter Systems Technology _____ + Trance _____ + Vehicle Operation _____ + Warp Drive Technology _____ + Zero-G Operations _____									

MAXIMUM OPERATING ENDURANCE (MAX OP END)

At the beginning of the game, and at any time when the character is not suffering from wound damage, his MAX OP END is the same as his END score. This number should be recorded in pencil, because it will change as he suffers from wound damage and is later healed. In our example, Lee Sterling's original MAX OP END is 58.

CURRENT OPERATING ENDURANCE (CURR OP END)

At any time when the character is not fatigued or suffering from other temporary damage, his CURR OP END is the same as his MAX OP END. At the beginning of the game this is the same as his END. This number should be recorded in pencil, because it will change as he suffers from damage of any kind. In our example, Lee Sterling's original CURR OP END is 58.



INACTION SAVE LEVEL (INACT SAVE)

A character's INACT SAVE is 20. This number will not change for most characters; in rare cases when a character's END score changes significantly, this will change also.

UNCONSCIOUSNESS THRESHOLD (UNC THRESH)

A character's UNC THRESH is 5. This number will not change for most characters; in rare cases when a character's END score changes greatly, this will change also.

WOUND HEALING RULE

The rate at which a character will recover from wound damage is related to his END score. To find this number, divide the END score by 20, and round down. This gives the number of points of wound damage that will be healed after 1 day of rest. For example, Lee Sterling's Wound Heal Rate is 2 ($58 \div 20 = 2.9$, rounded down to 2).

FATIGUE HEALING RATE

The rate at which a character will recover from temporary damage is related to his END score. To find this number, divide the END score by 10, and round down. This gives the number of points of temporary damage that will be restored after 30 minutes of inactivity. For example, Lee Sterling's Fatigue Heal Rate is 5 ($58 \div 10 = 5.8$, rounded down to 5).

At this time, create the 2 operating endurance statistics and 2 healing rates for your character. After recording these statistics on your character sheet, return to the story of Lee Sterling.

CHARACTER AGING

The aging of characters does not play a big part in this game, because in *STAR TREK's* time, many of the troubles of old age have been avoided or postponed by advanced geriatrics techniques. Nonetheless, some of a character's physical faculties may decline as he ages. For some characters, this may occur during the post-Academy experience procedure. Once a character reaches the critical age for his race (50 for a Human), his scores for STR, DEX, and END may fall off, and so gamemasters may wish to have players keep track of their ages for this reason.

TRAINING PLAYER CHARACTERS

The process of generating the list of skills that a character possesses is complex, but it is worth it, for the character will really come alive as the process is completed. The steps take the character from his pre-Academy days, through the Academy, Branch training and his Cadet Cruise, post-Academy cruises, and advanced training schools.

No one can do everything well, and neither can a character in this game. At each step of the way, the player will be asked to make some choices about his character. Some of these choices will concern the character's day-to-day professional life, and others will involve his outside interests. As the choices are made, some reasons for the choices should be considered, so that the character that is created seems real. Players should make an effort to create a *believable* character, one whose skills, interests, and developing personality he understands. The story of Lee Sterling gives a good example of how to do this, so that when the character creation process is complete, you have a character you will enjoy playing.

Skill Ratings are recorded on the character sheet beside the skill names, as shown in the illustration. As the ratings are created, they should be recorded on the sheet in pencil, because they will be altered frequently as the process continues. After the process is complete, the final total is the character's rating in each skill.

UFP Star Fleet Character Data Record

Name: _____ Age: _____ Sex: _____ Race: _____

Rank: _____ Assignment: _____ Ship: USS _____ Command: _____

Position: _____

STR	END	INT	DEX	CHA	LUC	PSI
Inact Save 20	Unc Time 5	Mile On End	Cume On End	To-Hit Mod	To-Hit JTH	To-Hit
Wound Heal Rate	Fatigue Heal Rate				Base Hand Damage	Damage

Service Experience Chart

Assignment:

Continuum Class Searching						
Galaxy Exploration Command						
Military Operations Command						
Colonial Operations Command						
Merchant Marine Command						
Star Base Headquarters Command						
Star Fleet Academy						
Tour Length (years)	5	1	1	1	1	1
Officer Efficiency Report (%)						

Skill List

Administration	Marksmanship, Modern	Small Unit Tactics
Artistic Expression	Mechanical Engineering	Social Sciences
Carousing	Medical Sciences	Federated Culture History
Continuum Systems Operation	Negotiation/Diplomacy	Federated Law
Communication Systems Technology	Personal Combat, Armed	Science
Computer Operation	Personal Combat, Unarmed	Space Sciences
Computer Technology	Personal Weapons Technology	Sports
Damage Control Procedures	Physical Sciences	Starship Combat Strategy/Tactics
Deflector Shield Operation		Starship Helm Operation
Defensive Shield Technology		Starship Sensors
Electronics Technology		Starship Weapons Operation
Environmental Suit Operations		Starship Weapons Technology
Gaming	Planetary Sciences	Starship Systems Technology
Leadership	Planetary Survival	Trava
Life Sciences	Security Procedures	Vehicle Operation
Life Support Technology	Shuttlecraft Pilot	Warp Drive Technology
Marksmanship, Archaic	Shuttlecraft Syst. Technology	Zero-G Operations
	Small Espionage Syst. Operation	
	Small Espionage Syst. Technology	

A word about some of the processes is in order. A character will gain some skills just by being trained as a Star Fleet officer. These skills may be improved by later training or by player choice. At nearly every step in a character's training, the player can choose to improve a skill his character has already acquired; this is called "taking advanced training." At some points, a player can choose to learn new skills for his character; because a person develops fewer new interests and skills as he grows more experienced in his chosen profession, the opportunities for learning brand new skills are more limited than the opportunities for improving skills already acquired. The opportunity to learn a new skill is called "choosing an outside elective."

PRE-ACADEMY SKILLS

Characters enter the game at ages of 24 years (Earth) or more. In order to make each character more real, therefore, it is necessary to develop a background for that character, outlining what a character did before entering the game. This process begins by determining some facts about the character's background prior to age 18. Part of this process is creating a story and part involves choosing some skills for the character that reflect this background. The story is left to the imagination of the player, but skills are chosen from the two lists given below. The first list includes those skills that provide the educational background for the character, detailing what the character learned in his grade school and high school classes and through his own investigations. The second includes those skills that provide the character with hobbies and outside interests.

To find out how many background skills a character will have, divide the character's INT score by 10 and round down. Half of these skills will be chosen from the Educational Background Skills Table, and half from the Personal Development Skills Table. For skills like language or the sciences, which require more specific designations, choose the designation as well; these are indicated by the symbol *. A skill may be chosen twice to reflect a deep interest and advanced training.

After the skills have been chosen, a Skill Rating needs to be developed for each. This is done by rolling 1D10, with the result being the Skill Rating. If a skill has been chosen twice, then the Skill Rating is the sum of the two rolls.

BACKGROUND SKILLS LIST

EDUCATIONAL BACKGROUND SKILLS

- Computer Operation
- * Language
- * Life Sciences
 - General Medicine (First Aid only)
- * Physical Sciences
- * Planetary Sciences
- * Social Sciences
- * Space Sciences
- * Trivia

PERSONAL DEVELOPMENT SKILLS

- * Artistic Expression
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- Computer Technology
- Electronics Technology
- * Gaming
- * Language
- Leadership
- * Marksmanship, Archaic Weapon
- Mechanical Engineering
- Negotiation/Diplomacy
- * Personal Combat, Armed
- Personal Combat, Unarmed
- * Planetary Survival
- * Sports
- Streetwise
- * Trivia
- Vehicle Operation

In our example, Lee Sterling has an INT score of 71, and so he will choose 7 skills ($71 \div 10 = 7.1$, rounded down to 7). Because of his rather bookish personality, he will make 4 rolls for his educational background and 3 rolls in his hobbies and interests. The skills (and their ratings) he had from his educational background are *Computer Operations* (6); *Life Sciences*, *Ecology* (4); and particularly *Space Sciences*, *Astronomy* (6 + 8). His hobbies and interests and their Skill Ratings are *Electronics Technology* (8); *Gaming*, *3-D Chess* (7); and *Trivia*, *History of Science* (3).

JOINING STAR FLEET

The character's real development in game terms comes after he joins Star Fleet. For this game, all characters are assumed to be officers trained at Star Fleet Academy, and so these rules will only cover that training. The Academy is a fine institution, granting a superior education, particularly in the space sciences. Some Star Fleet officers, particularly Science Officers and Medical Officers, choose to train at universities before they join Star Fleet, but the many fine Science Officers and Medical Officers who take their training at Star Fleet Academy prove daily that their education is second to none.

In rules expansions, the training of Star Fleet Officers at outside institutions through ROTC, and the promotion of officers through the ranks of enlisted men and OCS will be covered.

STAR FLEET ACADEMY

A character normally enters the Academy at age 18, straight from high school, but this may be stretched one or two years in extraordinary cases; he will be 22 when he graduates. During four years in the Academy, a character not only will study, but he also will have an opportunity to develop his hobbies and interests through outside electives and to take advanced training in skills he already possesses. The skills that are developed are divided into 3 areas: an academic curriculum of subjects leading to a degree in space science; outside electives; and advanced training.

ACADEMIC CURRICULUM

The academic studies at Star Fleet Academy are broken down into three general groups. One group is the subjects that most students at science or engineering colleges would study; this is called the Core Curriculum. A second group includes the subjects leading to a degree in space science; this is called the Space Science Curriculum. The third group includes the skills that are required of all Star Fleet Officers; this is called Officer Training.

Some room for personal choice is given in this training. The character can choose which *Language* he will study, including that of any Federation race or any race opposing the Federation. He also can choose which particular areas of *Life Science*, *Physical Science*, and *Planetary Science* he will study and which *Space Science* areas he will study in addition to *Astronomy*.

ACADEMIC CURRICULUM

For Core Curriculum:

Computer Operation	20
* Language	15
* Life Science	One at 10
* Physical Science	One at 10
* Planetary Science	One at 10
Social Science	
Federation Culture/History	15
Federation Law	15

For Space Science Curriculum:

* Space Science	
Astronomy	10
Other Space Sciences	Two at 10
Damage Control Procedures	10
Environmental Suit Operation	10
Starship Sensors	10
Transporter Operation Procedures	10
Zero-G Operations	10

For Officer Training Curriculum:

Instruction	10
Leadership	10
Marksmanship, Modern Weapon	20
General Medicine (First Aid)	10
Small Equipment Sys. Operation	10
Personal Combat, Unarmed	20
Personal Weapons Technology	5

In our example, Lee Sterling chose Vulcan as his *Language*, chose *Zoology*, *Physics*, and *Geology* as his science electives, and chose *Astrophysics* and *Astrogation* as his space science electives.

OUTSIDE ELECTIVES

A Cadet's hobbies and interests can be developed through training at the Academy, whether he joins the Zero-G basketball team or develops his artistic talents. Gaming, carousing, and streetwise, though not really developed by Academy training, represent activities at which many college students spend time, and thus they are included.

Choose 5 electives from the list; the rating for each skill chosen is 10 points. No individual skill area may be selected twice. Choices here may add to the Skill Rating of pre-Academy background skills.

ACADEMY OUTSIDE ELECTIVES LIST

- * Artistic Expression
- Carousing
- * Gaming
- * Marksmanship, Archaic Weapon
- Negotiation/Diplomacy
- * Personal Combat, Armed
- Shuttlecraft Pilot
- * Sports
- Streetwise
- * Trivia

For his five outside electives, Lee Sterling chose *Gaming* (*3-D Chess*), *Swimming/Diving*, *Ancient Vulcan History*, and *Electronics Technology*. He also learned how to play the *Vulcan Lyre*.

ADVANCED STUDY

In addition to the regular coursework at the Academy, each Cadet has opportunities to take advanced training in the topics he studies. The number of skills that may be improved depends on the character's INT score. After determining the number of skills that may be advanced, choose which skills they are. Any skill already on a character's skill list may be chosen, and skills may be chosen more than once to improve them even further.

To find how many skills may be improved, divide the INT score by 10, round up, and add 5. To find out how much each skill is improved, roll 1D10 and add the number rolled to the Skill Rating.

For example, Lee Sterling's INT is 71, and so he could improve 13 skills ($71 \div 10 = 7.1$, rounded up to 8; $8 + 5 = 13$). He chose to take advanced training in *Computer Operation* (6 + 3), *Astronomy* (8 + 4), *Ecology* (7 + 5), *Starship Sensors* (5 + 2), *Chemistry* (6 + 8 + 10), and *Zero-G Operations* (7 + 4).

At this time, make the choices of curriculum, outside electives, and advanced study for your character, and make all necessary dice rolls. Record the list of skills on your character sheet and return to the story of Lee Sterling.

BRANCH SCHOOL

After graduating from Star Fleet Academy, a new Cadet chooses a service branch from the following list: Communications/Damage Control, Engineering, Helm, Medical, Navigation, Science, and Security. His future career will be influenced by this choice, for few officers are able to switch branches and move up in rank with their peers. Captains are chosen most often from the Helm and Navigation Branches, and they are not usually selected from the Security or Medical Branches, perhaps the reason why Captain Kirk transferred from Security to Navigation.

CURRICULUM

Branch School gives Academy graduates additional training for their specialties, as shown on the lists given below. Communications/Damage Control, Helm, Navigation, and Security Branch Schools take one and one-half years. Engineering Branch School takes two and one-half years. Medical and Science Branch Schools take three and one-half years. Engineers have many more skills to learn, and so their Branch School takes an extra year. Medical Officers and Science Officers study for the equivalent of advanced degrees in their Branch Schools, taking the extra time to become familiar with many more areas of knowledge. When they graduate from Branch School, Medical Officers have an M.D. degree and Science Officers have a D.Sc. degree.

Communications/Damage Control Branch School Curriculum

Communication Systems Operation	40
Communication Systems Technology	10
Computer Technology	10
Damage Control Procedures	30
* Language	30 total, used in any way
* Racial Culture/History	30 total, used in any way

Engineering Branch School Curriculum

Astronautics (Space Science)	10
Communication Systems Technology	10
Computer Technology	10
Deflector Shields Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	10
Personal Weapons Technology	5
Shuttlecraft Systems Technology	10
Small Equipment Systems Operation	10
Starship Weaponry Technology	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties (from above skills)	three at 30 extra one at 10 extra

Helm Branch

Starship Combat Strategy/Tactics	10
Starship Helm Operation	40
Starship Sensors	10
Starship Weaponry Operation	40
Starship Weaponry Technology	10
Warp Drive Technology	10

Medical Branch School Curriculum

Computer Operation	20
* Language	20
* Life Science	three at 10
Life Support System Technology	10
* Medical Science	
General Medicine	
Specialty Race	60
Other Races total of	40
Psychology	
Specialty Race	40
Other Races	total of 40
Other Specialties	total of 50
Small Equipment Systems Operation	10

Navigation Branch School Curriculum

Computer Operation	20
Deflector Shield Operation	40
Deflector Shield Technology	10
* Space Science	
Astrogation	40
Others	two at 10
Starship Sensors	10

Science Branch School Curriculum

Computer Operation	30
Computer Technology	10
Electronics Technology	10
Environmental Suit Operation	20
* Language	20
* Science (except Medical or Social)	
Related majors	two at 40
Minors	two at 30
Other fields	four at 10
Any field	total of 20
Starship Sensors	30

Security Branch School Curriculum

Environmental Suit Operation	10
Federation Law (Social Science)	5
Marksmanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Psychology, Native (Medical Science)	10
Security Procedures	40
Shuttlecraft Pilot	20
Small Unit Tactics	20

In our example, Lee Sterling attends Science Branch School. There he increases his skill in *Computer Operation*, *Computer Technology*, *Electronics Technology*, *Environmental Suit Operation*, *Vulcan Language* and *Starship Sensors*. In addition, his related major fields are *Astronomy* and *Astrophysics*, his minor fields are *Meteorology* and *Hydrology*; and his outside fields are *Exobiology*, *Ecology*, *Chemistry*, and *Physics*. The 20 points he may use for any field of science was put in *Chemistry* (6) and *Ecology* (14).



OUTSIDE ELECTIVES

A character may acquire two new skills if he desires, choosing from any on the skills list. If new skills are not desired, two skills from the character's skill list may be improved. To find out the Skill Rating in the new skill or the improvement in the old rating, roll 1D10.

In our example, Lee Sterling elects to learn the skills of *Shuttlecraft Pilot* (5) and *Warp Drive Technology* (3).

ADVANCED TRAINING

As with other training at the Academy, a character has a chance to take advanced classes in Branch School and thus to advance his skills while he is studying there. The character may improve up to 5 skills he already has in any area. The remainder of his advanced training will be in skills he learned in Branch School.

The number of Branch School skills a character improves depends on his intellect. To find this number, subtract 50 from the character's INT, dividing by 10, and round down. Each skill chosen must be one the character learned or improved in Branch School; the Skill Rating for each is increased by 1D10 points.

For his advanced training, Lee Sterling chooses to increase his rating in the following skills, rolling twice in *Starship Sensors*: *Electronics Technology* (6); *Starship Sensors* (5 + 6); *Planetary Survival*, *Tropical* (9); and *Zero-G Operations* (7).

Because his INT is 71, he may increase his rating in 2 Branch School skills ($71 - 50 = 21$; $21 \div 10 = 2.1$, rounded down to 2). He chooses the skills of *Environmental Suit Operation* (4) and *Shuttlecraft Pilot* (8).

At this time, choose the service branch your character will enter, make any choices appropriate for your character, determine his outside electives and skills for advanced study, and add the appropriate Skill Ratings to your character's skill list. Then return to the story of Lee Sterling.

CADET CRUISE

Upon completing classwork in Branch School, the Cadet is sent on a 6-month cruise in space, where his performance is evaluated by starship officers. During the cruise, the officer-in-training carries the rank of Midshipman. It is a mark of special achievement to be passed and promoted to Ensign after only one Cadet Cruise. Sometimes, a Cadet will not have sufficiently demonstrated himself in the single cruise, and he will be required to take a second or possibly even third 6-month cruise; this is neither unusual nor a mark against him.

The procedure below is used to determine the division in which a Cadet makes his cruise and the results of his cruise. The information about the Cadet Cruise is recorded on the character sheet in the grid shown in the illustration.

This grid is used to record all service experience. The horizontal divisions are for the various commands: Galaxy Exploration Command, Military Operations Command, Colonial Operations Command, and Merchant Marine Command. The first few vertical divisions are for the Cadet Cruise or Cruises. Space is given at the right to show the results of the Cadet Cruise. Space is provided to record the term length; the half-year for the first cruise has already been filled in.

UFP Star Fleet Character Data Record

Name: _____ Age: _____ AP: _____
 Rank: _____ Sex: _____
 Assignment: _____ Command: _____ Race: _____
 Ship: *USS* _____
 Position: _____

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE	UNC TRESH	MAX OF END	CUM OF END	TO-HEI, MOO	TO-HEI, LTH	TO-HEI, LTH
WOUND	HEAL	FATIGUE	HEAL	BASE HAND	DAMAGE	DAMAGE
RATE	RATE	RATE	RATE	RATE	RATE	RATE

Service Experience Chart

Assignment:

Command	Term Length (Years)	Officer Efficiency Report (%)
Construction-Class Starship		
Galaxy Exploration Command		
Military Operations Command		
Colonial Operations Command		
Merchant Marine Command		
Star Base Headquarters Command		
Star Fleet Academy		

Skill List

Skill	Rating
Administration	
Artistic Expression	
Carpentry	
Common Systems Operation	
Common Systems Technology	
Computer Operation	
Computer Technology	
Damage Control Procedures	
Deflector Shield Operation	
Deflector Shield Technology	
Electronics Technology	
Environmental Suit Operations	
Gunnery	
Instruction	
Language	
Leadership	
Life Sciences	
Life Support Technology	
Marksmanship: Artillery	
Marksmanship: Modern	
Marksmanship: Unarmored	
Medical Sciences	
Mechanical Engineering	
Navigation/Diplomacy	
Personal Combat: Armed	
Personal Combat: Unarmed	
Personal Weapons Technology	
Planetary Sciences	
Planetary Survival	
Security Procedures	
Shuttlecraft Pilot	
Shuttlecraft Syst. Technology	
Small Equipment Syst. Operation	
Small Equipment Syst. Technology	
Social Sciences	
Federation Culture/History	
Federation Law	
Spacel Sciences	
Sports	
Starship Combat Strategy/Tactics	
Starship Name Operation	
Starship Sensors	
Starship Weapons Operation	
Starship Weapons Technology	
Starship Weapons	
Transporter Operation Procedures	
Transporter Systems Technology	
Travel	
Vehicle Operation	
Warp Drive Technology	
Zero-G Operations	

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CRUISE ASSIGNMENT

Of course, the choicest assignments are on a *Constitution*-class starship in the Galaxy Exploration Command; other assignments in Exploration also are desired, as are assignments in the Military Operations Command, with assignments in Colonial Operations Command and the Merchant Marine Command being the least desirable. A character's luck and intelligence play quite a role in the assignment.

To find out the character's Cadet Cruise assignment, roll percentile dice, apply any modifiers, and consult the table.

CADET CRUISE ASSIGNMENT TABLE

Die Roll	Assignment
15 or less	Exploration Command, <i>Const.</i> class
16—25	Galaxy Exploration Command
26—50	Military Operations Command
51—75	Colonial Operations Command
76+	Merchant Marine Command

Modifiers For Cadet Cruise Assignment

For Attribute Scores

LUC	70+	-10
LUC	60—69	-5
LUC	40 or less	+5
INT	70+	-10
INT	60—69	-5

Per Previous Cadet Cruise

+10

In our example, Lee Sterling rolls a 44 for his Cadet Cruise assignment. Fortunately his INT is 71 and his LUC is 83, and this becomes a 24 ($44 - 10 - 10 = 24$). Thus he is assigned to Galaxy Exploration Command, though not aboard a *Constitution*-class starship.

CRUISE RESULTS

A Cadet's Cruise assignment has an effect on his ultimate performance. After all, a Cadet must be something special to get assigned to the Exploration or Military Commands, and even more special to get assigned to a *Constitution*-class starship. Furthermore, a Cadet in either Exploration or the Military has more opportunities to distinguish himself, and the officers aboard from whom he receives his training usually are a cut above the average.

To find out the results of a character's Cadet Cruise, roll percentile dice, apply any modifiers, and consult the table. Science and Medical Officers are automatically promoted to Lieutenant, jg, after they successfully complete their Cadet Cruise.

CADET CRUISE RESULTS TABLE

Die Roll	Result
5 or less	Passed with High Honors Promoted to Lieutenant, jg
6-15	Passed with Honors Assigned as Ensign
16-60	Passed; assigned as Ensign
60 +	Repeat Cruise Procedure

Modifiers To Cadet Cruise Results

For Assignment

Exploration Command, <i>Const.</i> class	- 20
Exploration Command	- 10
Military Operations Command	- 10
Colonial Operations Command	No Modifier
Merchant Marine Command	+ 10

For Attribute Scores

LUC 70 +	- 10
LUC 60 - 69	- 5
LUC 40 or less	+ 5

For Any Previous Cruise

+ 10

In our example, Lee Sterling's roll for Cadet Cruise results is 27, modified by his assignment to Galaxy Exploration Command and his LUC of 83. This becomes an 07 ($27 - 10 - 10 = 07$). The adjusted roll is between 06 and 15, which means that he passed with Honors, but the roll was not quite low enough so that he passed with High Honors. Because he is a Science Officer, he becomes a Lieutenant, jg.

At this time, make the appropriate dice rolls and determine the cruise assignment and results for your character. Record the information on your character sheet and return to the story of Lee Sterling.

DEPARTMENT HEAD SCHOOL

Some characters are destined to become Department Heads, the officers in the following key positions aboard a starship: Chief Communications Officer, Chief Engineer, Chief Medical Officer (also referred to as Chief Surgeon), Security Chief, Chief Science Officer, Chief Navigator, and Chief Helmsman. These officers are required to attend a one-year Department Head School before assuming that position; the school is attended only once in an officer's career. Characters who complete it are promoted one rank.

DEPARTMENT HEAD SCHOOL CURRICULUM

This school provides training in administering a department and gives advanced leadership training, as shown in the list below.

DEPARTMENT HEAD SCHOOL SKILLS

Administration	40
Computer Operation	15
Leadership	20

ADVANCED TRAINING

While attending Department Head School, a character may take advanced training at Star Fleet Academy in any skill previously acquired.

The total number of skills that may be advanced is determined by the character's INT. To find the number of skills that may be advanced, divide the character's INT by 10 and round down. Skills may be chosen more than once. The Skill Rating in each skill chosen may be increased 1D10 points.

In our example, Lee Sterling is posted to Department Head School, and so he adds the skills from the Department Head School Curriculum to his list. Because his INT is 71, he is able to improve 7 skills ($71 \div 10 = 7.1$, rounded down to 7). His choices are *Astronomy* (4), *Physics* (5), *Geology* (2 + 8), *Computer Technology* (3), *Environmental Suit Operation* (8), and *Unarmed Personal Combat* (5).

At this time, record the Department Head School skills on your character sheet. Determine the skills to be advanced and record them as well. Then return to the story of Lee Sterling.

COMMAND SCHOOL

Some Department Heads, usually from the Helm, Navigation, Science, or Engineering Branches, are destined to become top command personnel aboard a starship such as the *Enterprise*. These officers, normally the Captain and the First Officer, must attend a one-year Command School; it is attended only once in an officer's career. Officers automatically are raised one rank after its completion.

COMMAND SCHOOL CURRICULUM

This school provides the specialized training necessary to command a starship, particularly for combat, as shown in the list below.

COMMAND SCHOOL SKILLS

Leadership	10
Negotiation/Diplomacy	10
Social Science	
Federation Culture/History	5
Federation Law	10
Starship Combat Strategy/Tactics	40

ADVANCED TRAINING

While attending Command School, a character may take advanced training in any skill previously acquired.

The number of skills that may be advanced is determined by the character's intelligence. To find the number of skills that may be advanced, divide the character's INT by 10 and round down. Skills may be chosen more than once. The Skill Rating in each skill chosen may be increased by 1D10 points.

In our example, Lee Sterling is posted to Command School. Not only does he increase those skills from the Command School Curriculum, but he may increase 7 more skills because of his INT of 71 ($71 \div 10 = 7.1$, rounded down to 7). Knowing that he may need them even if he never attains his dream of working aboard a *Constitution*-class starship, he chooses to improve his skills as a Science Officer. He chooses to improve *Zoology* (4 + 6), *Exobiology* (8 + 3 + 4), and *Geology* (9 + 4).

At this time, record your character's Command School Skills and determine which skills will be improved. Return then to the story of Lee Sterling.

After a Cadet graduates from the Academy and completes his Cadet Cruise, he will have one or more assignments before being posted to Department Head School, and also one or more assignments before being posted to Command School, if such is applicable. Furthermore, he will have one or more other assignments before he begins the game. Although these various assignments take place at several times during the character's career, it is more convenient to deal with all of this experience at one time. The following post-Academy experience procedure determines the areas in which the character has been assigned before the 'current' assignment. It also deals with the skill advancement because of these assignments and the character's age.

First, the player must determine how many tours of service the character will serve after graduation and before the beginning of the game. Each tour served is on a different ship or in a different location, such as at a Star Base. Then it is necessary to determine the length of each of these assignments and the reports that were filed on the officer's efficiency. Lastly, it is necessary to determine which skills are advanced. The procedure below will allow a player to determine where each tour was served and how long the tour lasted. Luck, intelligence, and the results of the Cadet cruise all play a part in these determinations, as well as the character's destined position. The last tour of service will be aboard a vessel in the same service as the character's campaign posting, but aboard a smaller ship.

This information can be used to fill in the character's background for role-playing, and players should elaborate on this information as much as possible. Perhaps two or more characters in the game have served together before, or a character distinguished herself in some way in a past assignment. Fill in the details! It makes playing the character that much more fun!

Cadet Cruise Results
 Passed _____
 Honors _____
 High Honors _____

The number of tours served is modified by the character's attributes, his destined rank, and his destined position. Characters who are lucky or intelligent, will serve fewer tours before they reach their goals. Characters destined for advanced ranks will serve more tours, as will characters destined for high positions.

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Captain or First Officer	+ 2 tours
Department Head	+ 1 tour
Const.-Class Officer	+ 1 tour

In our example, Lee Sterling is to serve 6 tours all together. His roll of 10 indicates 5 tours ($10 \div 2 = 5$). This is modified to 3 tours by his LUC of 83 (-1 tour) and his INT of 71 (-1 tour). Because he is destined to be a Lieutenant Commander ($+1$ tour), this is modified to 4 tours, and raised to 6 tours because he will be a Department Head ($+1$ tour) on a *Constitution*-class starship ($+1$ tour).

The posting for each tour is determined, in part, by a character's luck and by the results of his previous tour. Characters who are lucky will, of course, get the better assignments, as will characters who did well on their previous tour. For a character's first tour after his Cadet Cruise, the assignment he gets will depend on the results of his Cadet Cruise. For all other tours, the assignments a character gets depend on his Officer Efficiency Reports, which are described below.

Roll D100 to determine the location of the first tour's posting, adding or subtracting the modifiers in the table below, if applicable.

FIRST TOUR ASSIGNMENT TABLE	
<i>Die Roll</i>	<i>Posting</i>
10 or less	<i>Constitution</i> Class Starship
11 — 20	Galaxy Exploration Command
21 — 30	Military Operations Command
31 — 60	Colonial Operations Command
61 or more	Merchant Marine Command

High Honors	-20
Honors	-10

In our example, each of Lee Sterling's rolls for tour assignments are modified by his LUC of 83 (-10) and his Cadet Cruise Honors (-10). Thus, his percentile dice rolls will be modified by -20 ($-10 + -10 = -20$), which means that he has an excellent chance of being posted to a *Constitution*-class starship, or at least to the Galaxy Exploration Command or Military Operations Command. Yet this is not to be. His first roll is 44, modified to 24; because this is in the 21 – 30 range, he is posted to the Military Operations Command.

After an officer completes a tour of duty, his superior writes a report describing his efficiency. This report determines what kind of assignment the officer will get for his next tour. Lucky and intelligent officers will have a better chance of getting a good OER.

To find out the results of any tour, roll percentile dice, add or subtract any modifiers for INT or LUC, and consult the table below.

OFFICER EFFICIENCY REPORT RESULTS

Die Roll	Report
10 or less	Outstanding
11 - 25	Excellent
26 - 75	As Expected
76 - 90	Fair
91 and more	Poor

Modifiers To OER Results

INT 60 +	- 10
LUC 70 +	- 10
LUC 60 - 69	- 5

Lee's first OER was a good one! The percentile dice roll was 34, modified by his INT of 71 (-10) and his LUC of 83 (-10). This gives him a 14, for an Excellent OER.

Other Tour Assignments

For every tour after the first, there is a chance that the officer will be posted to a Star Base Headquarters or back to the Academy. Officers who are lucky and have good OER results will have a better chance at the more choice starships in Exploration or in Military Ops.

To find the next tour assignment, first roll percentile dice, then apply modifiers for LUC and the OER results, then consult the appropriate table. Repeat as necessary for all remaining tours.

people Star Fleet can find, and this experience can best be received in the same position aboard a smaller exploration or military vessel.

To find out the special final posting for a character destined to serve aboard a *Constitution*-class vessel, roll 1D10. On a roll of 5 or less, the character served aboard a smaller exploration vessel. On a roll of 6 or more, his final posting is to a military vessel.

In our example, Lee Sterling is destined to serve as Chief Science Officer aboard the *USS Lexington*, a *Constitution*-class starship. Thus, his final tour's posting will be as Chief Science Officer aboard a smaller Exploration or Military ship. He rolls a 5, indicating that the ship will be in the Galaxy Exploration Command, at last!

TOUR LENGTH

Each tour of duty may last from one to five years, depending on the duties that the ship undertakes. Because this length is random (there is no way of knowing ahead of time just how long a tour will be), to find the tour length, roll 1D10, divide by 2, and round down. A minimum of 1 year must pass before the character is transferred elsewhere.

In our example, Lee Sterling must determine the lengths of 6 tours. His first roll is a 1, indicating that the tour length is 1 year ($1 \div 2 = .5$, rounded down to 0; 0 becomes 1 because the minimum tour length is 1 year). His next roll is a 10, and his tour is 5 years long ($10 \div 2 = 5$). His remaining tours are 2, 4, 3, and 2 years long.

TOUR ASSIGNMENTS TABLE

Assignment	Die Roll Tables For Various Modifiers				
	25 or less	− 10 to − 20	− 5 to + 5	+ 10 to + 20	+ 25
Constitution-Class Starship	01 − 30	01 − 20	01 − 10
Galaxy Exploration Command	31 − 50	21 − 40	11 − 20	01 − 10	...
Military Operations Command	51 − 70	41 − 60	21 − 30	11 − 20	01 − 10
Colonial Operations Command	71 − 75	61 − 70	31 − 60	21 − 50	11 − 50
Merchant Marines Command	76 − 80	71 − 80	61 − 80	51 − 90	51 − 90
Star Base Headquarters Command	81 − 90	81 − 90	81 − 90	91 − 00	91 − 00
Star Fleet Academy	91 − 00	91 − 00	91 − 00

Modifiers For Tour Assignment Table

<i>For Luck</i>	
LUC 70 +	- 10
LUC 60 - 69	- 5
LUC 40 or less	+ 5
<i>For Officer Efficiency Reports</i>	
Outstanding	- 20
Excellent	- 10
As Expected	0
Fair	- 10
Poor	+ 20

The roll for Lee Sterling's next tour is unlucky, a 97. Not even when this is modified by his LUC of 83 (-10) and his Excellent OER (-10), can he will he get the Exploration posting he hoped for. His roll is modified to 77, which means he is posted to the Merchant Marine Command. His next three postings are to the Colonial Operations Command, the Merchant Marine Command (again!), and the Colonial Operations Command. Because his destined assignment is to a *Constitution*-class starship, his final assignment is calculated separately, as described below.

Special Final Tour Posting

The last tour served is figured differently for a character about to serve aboard a *Constitution*-class vessel. *Constitution*-class vessels are commanded by the most experienced

SKILL ADVANCEMENT

Skills may be improved for time spent in service. For each 2 years (round down), one skill may be improved. For each 2 years aboard a *Constitution*-class ship, an extra skill can be improved, mainly because of the added opportunities such service brings. For postings to Star Fleet Academy, a character's skill in *Instruction* is improved, and for postings to Star Base Headquarters, the skill of *Administration* is improved. For Merchant Marine or Star Base Headquarters assignments, skills in *Carousing* or *Streetwise* may be improved during the increased "shore leave" that this duty brings. A character's intelligence and luck also add to the number of skills that may be improved.

Furthermore, Cadets who take more than one Cadet Cruise gain experience in *Carousing* and *Streetwise*, as they see the difference between the real world and the ivory-tower world of Star Fleet Academy. Characters who pass their first Cadet Cruise spend more-than-expected time in performance of their duties and do not gain the real-world experience the cruise intends them to get.

Total the number of skills that may be advanced, choosing the skills from those already acquired; a skill may be chosen as many times as desired. For each skill chosen, the Skill Rating may be increased 1D10 points.

POST-ACADEMY SKILL ADVANCEMENT

For Service

Per 2 years of service	1 roll
Per 2 years on <i>Const.-class ship</i>	1 extra roll
Per tour as Academy Instructor	1 extra roll in <i>Instruction</i>
Per tour on Star Base duty	1 extra roll in <i>Administration</i>
Per tour on Merchant Marine or Star Base duty	1 extra roll in <i>Carousing or Streetwise</i>

For Attributes

INT 70 +	2 rolls
INT 60 - 69	1 roll
LUC 70 +	2 rolls
LUC 60 - 69	1 roll

For Cadet Cruise Results

1 extra roll in *Carousing*
or *Streetwise*

In our example, Lee Sterling puts in 17 years of service, which entitle him to 8 rolls ($17 \div 2 = 8$). His 2-year tour on a *Constitution-class ship*, and so he gets an extra roll, bringing his total to 9. His two tours in the Merchant Marine give him 2 rolls on *Carousing or Streetwise*. His INT of 71 gives him 2 extra rolls, and his LUC of 83 gives him 2 more rolls. This brings his total to 12 rolls, plus 2 rolls in *Carousing or Streetwise*.

For these rolls, Lee chooses *Artistic Expression*, *Vulcan Lyre* (2 + 3); *Gaming, 3-D Chess* (7); *Language, Vulcan* (4 + 5); *Planetary Survival, Tropics* (4); *Planetary Survival, Arctic* (5 + 6); *Planetary Survival, Cool Temperate* (6 + 1 + 3); and *Warp Drive Technology* (3). He finds, to his delight, a natural talent for the skill of *Streetwise* (8 + 9).

COMBAT STATISTICS

Several numbers must be generated in order to use the character in combat. These numbers tell how many combat actions are possible for a character in a given turn, how easy it is for a character to give damage in combat with modern weaponry and with his bare hands, and how much damage he can do in unarmed combat. Each of these statistics is described fully in the section on **Tactical Movement And Combat**, but the method for calculating the numbers is presented here for completeness.

ACTION POINTS (AP)

Action Points, or AP, determine the number of activities that a character can perform when using the tactical movement and combat systems. The number of AP for each character depends on his DEX. To find the AP, divide DEX by 10, round down, and add 4. This number should be circled in the vertical row of boxes (called the Action Point Track) on the very right of the character sheet as shown in the illustration.

In our example, Lee Sterling has a DEX of 67, and so he gets 10 AP ($67 \div 10 = 6.7$, rounded down to 6; $6 + 4 = 10$). The number 10 would be circled on his character sheet.

BASE TO-HIT NUMBERS

A character's base To-Hit Number is the relative chance he has of giving damage to an opponent in combat. It is determined by the his dexterity and by his skill with the weapon. Two base To-Hit Numbers need to be calculated; one of these determines the character's base chance to hit with modern weapons, and the other determines his chance to hit in unarmed combat. These base To-Hit Numbers should be recorded on the character sheet in the space indicated in the illustration.

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT,
WOUND RATE	FATIGUE HEAL RATE				BARE-HAND DAMAGE	DAMAGE

To-Hit, Modern

This number is the average of the character's DEX and his Skill Rating in *Modern Marksmanship*. To find it, add the DEX and the Skill Rating together, divide by 2, and round up. For example, Lee Sterling has a DEX of 67 and a Skill Rating in *Modern Marksmanship* of 20. His To-Hit, Modern, is 44 ($67 + 20 = 87$; $87 \div 2 = 43.5$, rounded up to 44).

To-Hit, Hand-To-Hand (HTH)

This number is the average of the character's DEX and his Skill Rating in *Unarmed Personal Combat*. To find it, add the DEX and the Skill Rating together, divide by 2, and round up. For example, Lee Sterling has a DEX of 67 and a Skill Rating in *Unarmed Personal Combat* of 25. His To-Hit, HTH, is 46 ($67 + 25 = 92$; $92 \div 2 = 46$).

BARE-HAND DAMAGE

This number represents the damage that a character can do in unarmed personal combat. It is determined by the character's strength and his Skill Rating in *Unarmed Personal Combat*. To find this number, consult the table below to find the damage due to the character's STR score. Divide the Skill Rating in *Unarmed Personal Combat* by 10 and round down; add this number to the damage due to strength. The Bare-Hand Damage should be recorded on the character sheet in the space provided.

Bare-Hand Damage Due To Strength

Strength	Damage
01 - 25	1D10 - 3
26 - 50	1D10
51 - 75	1D10 + 3
76 - 100	2D10
101 - 125	2D10 + 3
126 - 150	3D10
151 - 175	3D10 + 3
	and so on.

In our example, Lee Sterling has a STR of 55 and a Skill Rating of 25 in *Unarmed Personal Combat*. His Bare-Hand Damage is 1D10 + 5. His STR of 55 gives him 1D10 + 3 damage points and his Skill Rating of 25 gives him 2 more ($25 \div 10 = 2.5$, rounded down to 2).

CHARACTERS AGE

A character is assumed to enter Star Fleet Academy from high school at age 18 and to graduate from the Academy at age 22. Branch School and the Cadet cruise add another 2 years for Communications Officers, Helmsmen, Navigators or Security Officers, another 3 years for Engineers, and another 4 years for Medical or Science Officers. Department Head School and Command School each add another year. Post-Academy experience adds to this total. The age of each character as he enters the game should be calculated.

In our example, Lee Sterling entered Star Fleet Academy at 18, and he is 22 when he graduates. His Branch School and one Cadet Cruise bring his age to 27, and his Department Head School and Command School bring it to 29. Adding his 17 years of service brings his age to 46, which is close to, but below, the critical age for Humans.

ATTRIBUTES

INITIAL ROLL
Dice Roll: As Below
Modifiers: As Below

INITIAL DICE ROLLS

Attribute	Roll
STR	40 - 3D10
END	40 - 3D10
INT	40 - 3D10
DEX	40 - 3D10
CHA	40 - 3D10
LUC	D100
PSI	D100

RACIAL MODIFIERS TO ATTRIBUTES

PLAYER CHARACTER RACES	STR	END	INT	DEX	CHA	LUC	PSI
Human	-	-	-	-	-	-	30
Andorian	+10	-5	-	-	-	-	20
Canian	-	-5	-	-20	-5	10	30
Edoan	-5	-	-	-15	-	-	35
Tellarite	+5	+5	-	-	10	20	40
Vulcan	+20	+10	+10	-	-	-	40

BONUS POINTS
Dice Roll: D100 2, Round Down
Choice: Any But PSI
Restrictions:
No More Than 30 In One Attribute
No Attribute More Than 100

PRE-ACADEMY SKILLS

Number: INT 10, Round Down
Rating: 1D10
Choice: Half From Each Table

PRE-ACADEMY SKILLS TABLE
For Educational Background:

- Computer Operation
- Language
- Life Sciences
- General Medicine (First Aid only)
- Physical Sciences
- Planetary Sciences
- Social Sciences
- Space Sciences
- Trivia

For Personal Development:

- Artistic Expression
- Carousing
- Communication Systems Technology
- Communication Systems Operation
- Computer Technology
- Electronics Technology
- Gaming
- Language
- Leadership
- Marksanship, Archaic Weapon
- Mechanical Engineering
- Negotiation Diplomacy
- Personal Combat, Armed
- Personal Combat, Unarmed
- Planetary Survival
- Sports
- Streetwise
- Trivia
- Vehicle Operation

CADET CRUISE RESULTS

ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

Die Roll	Assignment
15 or less	Exploration Command, Const. class
16-25	Galaxy Exploration Command
26-50	Military Operations Command
51-75	Colonial Operations Command
76+	Merchant Marine Command

Modifiers For Cadet Cruise Assignment
For Attribute Scores

Attribute	Score	Modifier
INT	70+	-10
INT	60-69	-5
LUC	70+	-10
LUC	60-69	-5
LUC	40 or less	+5
Per Previous Cadet Cruise		+10

RESULTS
Dice Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS TABLE

Die Roll	Result
5 or less	Passed with High Honors
6-15	Promoted to Lieutenant, jg
16-60	Passed with Honors
61-60	Assigned as Ensign
60+	Passed; assigned as Ensign
60+	Repeat Cruise Procedure

Modifiers To Cadet Cruise Results
For Assignment

Assignment	Modifier
Exploration Command, Const. class	20
Exploration Command	10
Military Operations Command	No Modifier
Colonial Operations Command	No Modifier
Merchant Marine Command	-10

For Attribute Scores

Attribute	Score	Modifier
LUC	70+	-10
LUC	60-69	-5
LUC	40 or less	+5
For Any Previous Cruise		+10

DEPARTMENT HEAD SCHOOL SKILLS

CURRICULUM SKILLS
Number: 3
Rating: As Below
Choice: As Below

DEPARTMENT HEAD SCHOOL SKILLS TABLE

Skill	Value
Administration	40
Computer Operation	15
Leadership	20

ADVANCED TRAINING
Number: INT 10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

COMMAND SCHOOL SKILLS

CURRICULUM SKILLS
Number: 5
Rating: As Below
Choice: As Below

COMMAND SCHOOL SKILLS TABLE

Skill	Value
Leadership	10
Negotiation Diplomacy	10
Social Science	5
Federation Culture History	5
Federation Law	10
Starship Combat Strategy Tactics	40

ADVANCED TRAINING
Number: INT 10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

ACADEMY SKILLS

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: As Below

ACADEMY CURRICULUM SKILLS TABLE
For Core Curriculum:

Skill	Value
Computer Operation	20
Language	15
Life Sciences	One at 10
Physical Sciences	One at 10
Planetary Sciences	One at 10
Social Sciences	15
Federation Culture History	15
Federation Law	15

For Space Science Curriculum:

Skill	Value
Space Sciences	10
Astronomy	Two at 10
Other Space Sciences	10
Damage Control Procedures	10
Environmental Suit Operation	10
Starship Sensors	10
Transporter Operation Procedures	10
Zero-G Operations	10

For Officer Training Curriculum:

Skill	Value
General Medicine (First Aid)	10
Instruction	10
Leadership	10
Marksanship, Modern Weapon	20
Personal Combat, Unarmed	5
Personal Weapons Technology	5
Small Equip. Syst. Operation	10

OUTSIDE ELECTIVES
Number: 5
Rating: 10
Choice: As Below

ACADEMY ELECTIVE SKILLS TABLE

Skill	Value
Artistic Expression	10
Carousing	10
Gaming	10
Marksanship, Archaic Weapon	10
Negotiation Diplomacy	10
Personal Combat, Armed	10
Shuttlecraft Pilot	10
Sports	10
Streetwise	10
Trivia	10

ADVANCED STUDY
Number: INT 10, Round Down, -5
Rating: 1D10
Choice: Only Skills Already Known

BRANCH SCHOOL SKILLS

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: All From One School

COMMUNICATIONS/DAMAGE CONTROL BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Communication Systems Operation	40
Communication Systems Technology	10
Computer Technology	10
Damage Control Procedures	30
Language	30 total, used in any way
Racial Culture History	30 total, used in any way

ENGINEERING BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Astronautics (Space Science)	10
Communication Systems Technology	10
Computer Technology	10
Deflector Shields Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	10
Personal Weapons Technology	5
Starship Weaponry Technology	10
Shuttlecraft Systems Technology	10
Small Equip. Sys. Technology	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties (from above skills)	three at 30 extra one at 10 extra one at 5 extra

HELM BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Shuttlecraft Pilot	10
Space Sciences	10
Astronomy	10
One other	10
Starship Combat Strategy Tactics	10
Starship Helm Operation	40
Starship Sensors	10
Starship Weaponry Operation	40
Starship Weaponry Technology	10
Warp Drive Technology	10

OUTSIDE ELECTIVES
Number: 2
Rating: 1D10
Choice: Open

ADVANCED TRAINING
Number: 5
Rating: 1D10
Choice: Only Skills Already Known

MEDICAL BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Computer Operation	20
Language	20
Life Sciences	three at 10
Life Support System Technology	10
Medical Sciences	60
General Medicine	60
Specialty Race	total of 40
Other Races	total of 40
Psychology	40
Specialty Race	total of 40
Other Races	total of 40
Other Specialties	total of 50
Small Equipment Systems Operation	10

NAVIGATION BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Computer Operation	20
Deflector Shield Operation	40
Deflector Shield Technology	10
Space Sciences	40
Astronomy	40
Others	two at 10
Starship Sensors	10

SCIENCE BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Computer Operation	30
Computer Technology	10
Electronics Technology	10
Environmental Suit Operation	20
Language	10
Sciences (any except Medical or Social)	two at 40
Related majors	four at 10
Other fields	two at 20
Starship Sensors	30

SECURITY BRANCH SCHOOL CURRICULUM TABLE

Skill	Value
Environmental Suit Operation	10
Federation Law (Social Science)	5
Marksanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Psychology, Native (Medical Science)	10
Security Procedures	20
Small Unit Tactics	20
Shuttlecraft Pilot	20

POST ACADEMY EXPERIENCE AND SKILLS

NUMBER OF TOURS SERVED
Dice Roll: 1D10 2, Round Down
(if result is 0, make it 1)
Modifiers: As Below

TABLE OF MODIFIERS FOR TOURS SERVED

For Attributes	For Destined Rank	For Destined Position	For Destined Posture
INT 60+	1 tour	1 tour	1 tour
LUC 60+	1 tour	1 tour	1 tour
LUC 50 or less	-1 tour	-1 tour	-1 tour
Ensign	1 tour	No Modifier	1 tour
Lieutenant, jg, or Lieutenant	No Modifier	1 tour	1 tour
Lieutenant Commander or Commander	-2 tours	1 tour	1 tour
Captain	-3 tours	1 tour	1 tour
Commodore or above	-3 tours	1 tour	1 tour
Captain or First Officer	-2 tours	1 tour	1 tour
Department Head	-1 tour	1 tour	1 tour
Const. class officer	-1 tour	1 tour	1 tour

FIRST TOUR ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

FIRST TOUR ASSIGNMENT TABLE

Die Roll	Posting
10 or less	Const. Class Starship
11-20	Galaxy Exploration Command
21-30	Military Operations Command
31-60	Colonial Operations Command
61 or more	Merchant Marine Command

Modifiers For Tour Assignments
For Attributes

Attribute	Score	Modifier
INT	70+	10
INT	60-69	5
LUC	70+	10
LUC	60-69	5

For Cadet Cruise Results

Result	Modifier
High Honors	20
Honors	10

OFFICER EFFICIENCY REPORTS
Dice Roll: D100
Modifiers: As Below

OFFICER EFFICIENCY REPORT RESULTS TABLE

Die Roll	Report	Modifiers To OER Results
10 or less	Outstanding	-10
11-25	Excellent	-10
26-75	As Expected	-5
76-90	Fair	-5
91 or more	Poor	-5

TOUR ASSIGNMENTS
Dice Roll: D100
Modifiers To Determine Table: As Below
(Modifiers are not applied to roll)

TOUR ASSIGNMENTS TABLE

Assignment	Die Roll Tables For Various Modifiers
Assignment	25 or less
Constitution-Class Starship	01-20
Galaxy Exploration Command	21-40
Military Operations Command	41-60
Colonial Operations Command	61-70
Merchant Marines Command	71-80
Star Base Headquarters Command	81-90
Star Fleet Academy	91-00

Modifiers For Tour Assignment Rolls
For Luck

Attribute	Score	Modifier
LUC	70+	-10
LUC	60-69	-5
LUC	40 or less	+5

SKILL ADVANCEMENT
Number: As Below
Rating: 1D10
Choice: Only Skills Already Known

SKILL ADVANCEMENT TABLE FOR POST-ACADEMY EXPERIENCE

For Service:	For Attributes:	For Cadet Cruise Results:
Per 2 years of service	1 roll	1 extra roll in Carousing or Streetwise
Per 2 years on Const.-class ship	1 extra roll	1 extra roll in Carousing or Streetwise
Per tour as Academy Instructor	1 extra roll in Instruction	1 extra roll in Carousing or Streetwise
Per tour on Star Base duty	1 extra roll in Administration	1 extra roll in Carousing or Streetwise
Per tour on Merchant Marine or Star Base duty	1 extra roll in Carousing or Streetwise	1 extra roll in Carousing or Streetwise

CHARACTER AGE
Add years spent to age when entering Academy.

AGE FOR THE TRAINING PROCESS
Age when entering Academy: 18
Modifiers For Training:

Branch School	Value
Academy	4
Science	3.5
Medicine	3.5
Engineering	2.5
Others	1.5
Per Cadet Cruise	5
Department Head School	1
Command School	1
Per year of service	1

TACTICAL MOVEMENT & COMBAT

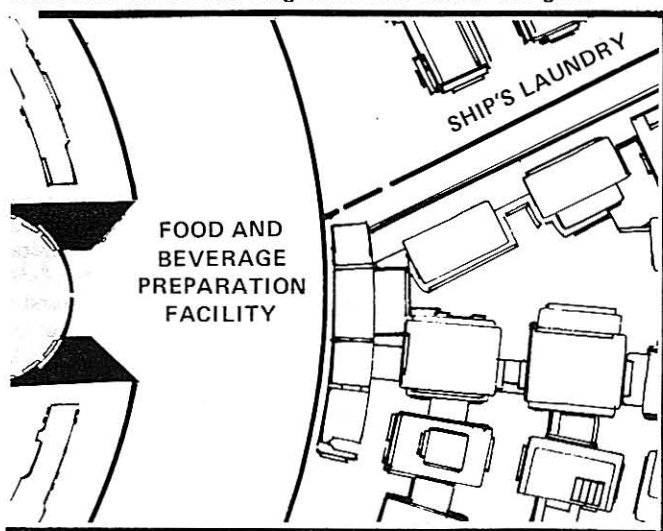
VISUALIZING THE ACTION

In *STAR TREK: The Role Playing Game*, players visualize their characters in action, moving from place to place, investigating unusual or strange things, talking together, operating equipment, combatting strange life-forms. Much of the time this action occurs only in the imagination, for it is not important to know exactly where everything is in relation to the characters. Sometimes, however, particularly in dangerous situations, it is important for everyone to know exactly where each character is, which way he or she is facing, and what the environment looks like in detail. In these cases, the gamemaster uses a map to show the environment, such as buildings, ship interiors, outdoor encounter areas, and so on. Then, the players may use counters, miniature figurines, or some other objects to represent their characters.

When movement or other action takes place, each player decides on the actions for his/her character and relays these actions to the gamemaster, who is controlling the actions of all of the non-player characters (NPCs). Together, the players and the gamemaster resolve all the actions using the game's tactical movement system, which is described in detail in this section. This system allows the characters to move from place to place, fire weapons, throw punches, perform first aid, use communicators, or make any other actions that they feel are necessary.

TACTICAL MAPS

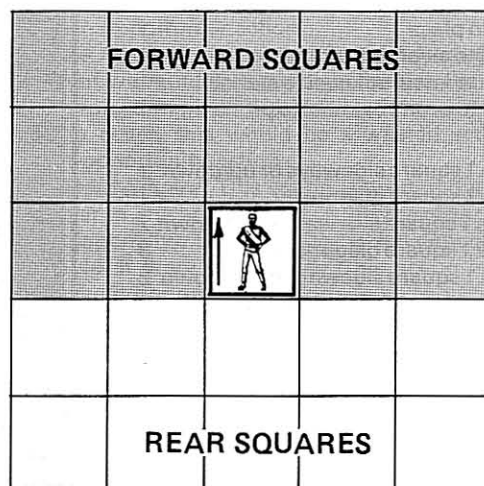
The maps used in role playing games usually are drawn on square-grid paper like graph paper with large squares. In this game's tactical movement system the lines are spaced half an inch apart, and so the paper is divided into half-inch squares. The scale of the maps is one inch equals three meters (1 in = 3m, or 0.5in = 1.5m). This means that a distance of 1 inch on the map represents a distance of 3 meters (about 10 feet) in real life; 2 inches equals 6 meters, and so on. Thus each square on the map represents an area 1.5 meters on a side. The diagram below shows this grid.



COUNTERS

Cardboard counters may be used to represent the characters. These should be half-inch squares so that they will fit onto the grid. Miniature metal figures, available separately from FASA, may be used instead of the counters.

When on the grid, each counter must be placed so that it occupies only one square, as shown below. The way the character is facing should be shown on the counter, either with an arrow or with the word 'front.' Facing affects combat, and so it is important that all counters be placed so that they show each character's facing correctly. The diagram below shows what is considered to be in front of the counter and what is to the rear.



USING THE TACTICAL MOVEMENT SYSTEM

ACTION POINTS (AP)

Each character has a number of *action points*, or AP, determined by his DEX. During play, the players spend these AP on whatever actions their characters make. Each action costs some points, and characters can do any action that is reasonable as long as they have the AP. As the characters move about, the players move the counters to represent the action. In this way, both players and gamemaster can 'see' the action, almost as if they were actually there.

Calculating AP

The number of AP for each character depends on his DEX. To find the AP, divide DEX by 10, round down, and add 4. For example, Lee Sterling has a DEX of 67, and so he gets 10 AP ($67 \div 10 = 6.7$, rounded down to 6; $6 + 4 = 10$). This number should be calculated when generating a new character; it should be circled in the vertical row of boxes (called the Action Point Track) on the very right of the UFP Star Fleet Character Data Record.

USING AP

One turn in the tactical movement system represents 10 seconds of time. During this turn, each player must keep track of his character's AP usage. At the beginning of each new turn, the character has his full amount of AP, which may be used on any actions he desires to make in the turn. As the turn progresses, each action he makes subtracts from his AP total; when the total is at 0, the character may make no more actions. AP may not be saved from turn to turn; any not used are lost. The player need not use all of his character's AP all at once, but may save some for opportunity actions later in the same turn, if he thinks there may be some.

The table below gives the AP cost for many common actions; each action is discussed in the section on **Action Explanations** following the table. The table is not complete, and many unusual actions are likely to occur in play. Before these unusual actions take place, the gamemaster will determine the cost of these actions. Because of the square grid, actions that occur diagonally are more expensive than the same actions straight up, down, or to the side of a counter. Some actions are allowed when a character wants to react to things that take place around him; these reactions, noted by the symbol ◇, are discussed in the section on **Opportunity Actions**.

ACTION POINTS TABLE

Position Change

◇ Turn in place	1
Stand to sit or sit to stand	1
◇ Stand to kneel or kneel to stand	1
◇ Kneel to prone or kneel to prone	1

Movement

Move 1 square sideways or up/down	1
Move 1 square diagonally	1.5
Evade 1 square sideways or up/down	2
Evade 1 square diagonally	3
Crawl 1 square sideways or up/down	2
Crawl one square diagonally	3
Run for full turn	1/2 AP
Climb stairs or ladder	2x AP
Climb rope	3x AP
Swim	2x AP

Equipment And Weapon Use

◇ Short communication	1
Draw and ready device	2
◇ Operate familiar device	2
Draw and ready weapon	2
Aim weapon	2
◇ Quick-draw and fire	3
◇ Fire ready weapon	1
◇ Throw ready weapon	1
Adjust weapon settings	2
Reload weapon	2

Combat And Emergency Evasion

◇ Attack	minimum of 3
◇ Parry/defend	minimum of 2
◇ Dodge	minimum of 3
◇ Duck thrown weapon/object	2
◇ Hide in same square	1
◇ Hide in adjacent square	4
◇ Roll sideways	2
◇ Drop suddenly	1
◇ Dive to prone	2
◇ Dive roll	4
Flying tackle	minimum of 4

ACTION EXPLANATIONS

Position Change

A character must be standing to move normally or prone to crawl or roll. No movement to another square is possible while sitting or kneeling. Players must state if a character is kneeling, prone, or sitting; otherwise character is assumed to be standing. If counters are used, inverting the counter could indicate characters not standing.

Turn in place: If a character decides to remain in the same square but change the direction he is facing, the cost is the same as though he had moved one square and made the facing change. This is an opportunity action.

Stand to sit or sit to stand: This action is used if a character desires to sit in a chair, on a stool, on the ground.

Stand to kneel or kneel to stand: This action is used if a character desires to kneel or rise from a kneeling position. Furthermore, it must be used if a character desires to drop gently or smoothly to the ground or get up from a prone position. This is an opportunity action.

Kneel to prone or prone to kneel: This action is used if a character desires to crawl or to go prone. It also must be used if a character desires to drop gently or smoothly to the ground from a standing position or rise from a prone position. It is an opportunity action.

Movement

Most movement can occur only in a player's turn.

Move: This action is normal combat movement, a rapid walk looking for potential trouble. It is not the most rapid movement possible nor the most cautious movement possible, but a compromise between safety and speed. It may be made into any adjacent square, keeping in mind the exceptions given in the section on **Movement Restrictions**. Because diagonal movement is longer than straight up, down, or to the side, it costs more AP. When combining straight and diagonal movement to go from one place to another, add the AP used together. A change in the direction a character is facing may be made at no extra AP cost.

Evade: Movement takes place as above, but the character is weaving, making him a more difficult target. A change in facing may be made at no extra AP cost.

Crawl: Movement takes place as usual, but the character is crawling to make himself a more difficult target or to be unobserved. A change in facing may be made at no extra AP cost.

Run: This action, allows the character to effectively double his movement rate for a turn, but no other action is possible during the turn. It is fatiguing, however, and may give the character temporary damage for all turns run after the first.

Climb: This action is used to climb anything above the normal ground level, whether it be a wall, a rope, a set of stairs, a ladder, or a cliff. The climbing rate for ropes, walls, or cliffs is 1.5 meters per action. A character climbing stairs may perform other actions, but a character climbing any other object might not be successful at any other action.

Swim: This maneuver is used for all movement through water greater than ankle deep, even if the character is still on his feet. Either regular movement or evasive action may be made straight or diagonally; simply multiply the normal AP cost by 2.

Equipment And Weapon Use

Short Communication: This action is mainly used in combat, where communication between players must be limited to prevent long, unrealistic exchanges of tactical plans. Such exchanges should be limited to short, one-sentence orders such as "Take the one on the right," "Phasers to stun," or the ever popular "Beam us up, Scotty!" This is an opportunity action.

Draw And Ready Device: This action is used to take out/pick up and ready a piece of equipment, such as a communicator or tricorder, to unclip the field medical kit, to unsling and open the med pouch, and other similar things. The equipment must be on or near the person, and its location must be easily accessible. More than one of these may be required to obtain a piece of equipment within a pouch, hidden in the shoe, etc. The action also is used to exchange one device for another, as well as in reverse, to put away or set down a device. This action is required before a device may be used for the first time. It is not required if the device already has been made ready by a previous action.



Operate Familiar Device: This action allows a character to activate a device familiar to him. Extended manipulation of the device may require several of these actions, as may attempts to operate devices with which the character is not familiar, such as captured enemy communicators. Fooling around with control panels, locked doors, and so forth could take many of these actions, perhaps even several turns.

Draw And Ready Weapon: This action must be taken before a weapon may be fired or used. If the weapon already has been taken in hand and is in a ready position from an earlier action, it may then be used without readying it again. This action is also used to put away a weapon, or exchange two weapons on your person, putting one away and readying the other. Dropping a weapon or device to the ground costs no action points, but it will lie there until picked up later.

Aim Weapon: This action is not required to fire a weapon, but it does make hitting the target easier. Snapshots, fire without taking time to aim, are faster but less likely to hit.

Fire Ready Weapon: This action is used to fire a weapon already drawn and in the hand, whether or not the weapon is to be fired snapshot or aimed. The results of the shot are determined using the combat rules. This is an opportunity action.

Quick-draw And Fire: This action is used to draw and fire a weapon without aiming. The chance to hit is significantly reduced because of the rapid action. Because of its AP cost, this action is used only as an opportunity action.

Throw Ready Weapon: This action is used to throw a weapon already in the hand, such as a knife or a spear. The results are then determined using the combat rules. This is an opportunity action.

Adjust Weapon Settings: This action must be used to set a phaser for stun or make other adjustments to weapons, such as attaching a Phaser I to a Phaser II pistol grip.

Reload Weapon: This action mainly is used to reload archaic weapons, such as bows, pistols, and submachine guns, that fire ammunition or other projectiles. Most beam weaponry (phasers, Klingon disruptor pistols, etc.) must be recharged, which usually cannot be done in the field. The 2 AP cost is for loading one round if separate rounds are used, or one clip, or one arrow.

Combat And Emergency Evasion

Attack: In order to attack someone hand-to-hand, as in judo, boxing, or grappling, the character must move into the same square as the opposing character. If attacking with a weapon like a sword, dagger, or club, the attack can be made from an adjacent square, and a Vulcan nerve pinch attack may be made from the square immediately behind the target. To attack in either manner, the character must have a minimum of 3 AP and use all remaining AP to make the attack. His portion of the turn will be ended when the attack is complete. Combat is then resolved according to the personal combat rules.

Parry/Defend: A character being attacked in physical combat may attempt to parry (block) the attack if he has at least 2 AP left in the game turn. Ranged attacks (arrows, phaser fire, thrown daggers, etc.) cannot be parried, of course, nor can any attack from behind the defender. The action uses all of the character's remaining AP and continues in effect until the end of the turn. Parrying is resolved using the combat rules, and successful parries allow a special attack in the next turn before any other action is resolved. It is an opportunity action.

Dodge: This action may be used by a character to dodge an attack if he has at least 3 AP left in the turn. The defender must declare his intention to use this action before the attacker makes his To-Hit roll. Ranged attacks may not be dodged, of course, nor can any attack from behind the defender. The action uses all of the character's remaining AP and

continues in effect against all attacks until the end of the turn. Successful dodges move the character into an adjacent square, and the attack misses; unsuccessful dodges leave the character in the original square where he may still be attacked, but the attack is made at a disadvantage. Dodging is resolved using the combat rules. This is an opportunity action.

Duck Thrown Weapon/Object: This action may be used to attempt to dodge a weapon or object thrown at the character. This action may not be used to duck projectiles, like bullets or arrows, or to duck sidearm attacks, such as phaser shots; it is effective only against things that are physically thrown, like chairs, rocks, or bottles. The action is resolved using the combat rules and must be performed for each new object thrown. Because it is declared at the time of the attack, it normally is an opportunity action.

Hide In Same Square: This action is used to duck behind available cover without leaving the square the character occupies. The protection given depends on the cover available. If there is no cover, this would be a wasted action. This usually is an opportunity action.

Hide In Adjacent Square: This action is used to duck behind available cover in any square next to the character's square (straight or diagonally). The protection given depends on the cover available. If there is no cover, this action is wasted. This usually is an opportunity action.



Roll Sideways: This action is used to roll in a prone position 1 square to either side (not forward or backward). This is an evasive action, and thus makes the character a more difficult target. It is an opportunity action.

Drop Suddenly: This evasive action is used when a standing character wants to drop to a prone position and remain in the same square. It is an opportunity action.

Dive To Prone: A character who is either kneeling or standing moves forward one square and assumes prone position. If the dive is made into sufficiently deep water, the character moves forward two squares and assumes prone position; only swimming actions may be used for the remainder of the turn. This is an evading action, and thus the character is a more difficult target. It also is an opportunity action.

Dive Roll: Successful use of this action allows the character to move two squares straight forward, backward, or to the side, and to come out of the roll in either a kneeling or prone position. It is resolved using the combat rules and is an evasive action, making the character a more difficult target. It also is an opportunity action.

Flying Tackle: If successful, this action places the attacker and his target prone, in the square occupied by the target. The attacker must have moved at least three squares directly toward and end in the same square as his opponent. The cost of this movement is included in the AP cost for the action. The attacker must have at least 4 AP to perform this action, and it uses all remaining AP for the turn.

MOVEMENT RESTRICTIONS

Barring obstacles such as walls and furniture, characters may move freely through any square, even if it is occupied by friendly people. At the end of a character's turn, however, there may be no more than four characters in the same square.

A character may move freely through a square occupied by an enemy if the enemy allows. He must, however, end his movement immediately if the enemy wants to keep him from passing through the square. The enemy need not use any AP to stop the character unless he desires to start combat. In either case, the enemy must declare his intention when the character moves into his square or the character may pass through unhindered.

When a character ends his movement in a square with an enemy, both may use their remaining AP to perform actions other than movement. If all enemies who wish to block movement can be killed, rendered unconscious, or removed from the square before the end of the turn, the character may resume his movement with whatever AP he has left.

Movement Through Doors

Most doors aboard starships and modern buildings are automatic, opening whenever someone steps into the space adjacent to the door. These doors have motion sensors and thus require no AP to open or close. Other automatic doors, particularly those in areas where access is restricted will not open unless an appropriate ID card is inserted into the security device. This requires the use of an *Operate Familiar Device* action, as does opening or closing a non-automatic door. Locking a door open or closed also requires an *Operate Familiar Device* action.

PLAY SEQUENCE

When the tactical movement system is used, each character has his own turn. During his character's turn, the player decides how many of his AP he will use up and how many he will save for opportunity actions (explained below). He uses all of his AP at one time in his turn, except those he intends to save for opportunity actions.

After a character has finished his turn, he can only react to the movements of the other characters if he has saved some AP for opportunity action. When he is out of AP, then he may no longer react.

In situations where only the player characters are involved, they may determine among themselves who will have his turn first. If they cannot decide, the character with the highest DEX usually moves first, with the other characters following in order. In encounters between the forces controlled by the gamemaster (the NPCs) and forces controlled by the other players (the player characters), the turns alternate. Thus, a character from one side will have his turn and then a character from the other side will have his.

In a campaign situation, it is even possible that there may be three or more groups of characters not acting together. In these cases, the rotation of play will include one character from each group.

Play alternates, one character at a time, until one side or the other has no more characters who wish to act. If the other side still has characters who have not had a turn, they take their turns one at a time. After all characters have had a turn, the sequence begins again.

Determining Tactical Advantage

In an encounter between player characters and NPCs, the Skill Ratings in *Small Unit Tactics* are compared. The individual with the highest Skill Rating has the tactical advantage. His side will move first as long as he is conscious, when the Skill Ratings will be compared again. If neither side has a character with skill in *Small Unit Tactics*, then the DEX of each character is compared instead.

The side with the tactical advantage can choose any character to move first. It need not be the character with the greatest skill, the highest DEX, or the highest rank.

OPPORTUNITY ACTIONS

Most actions may only be taken during a character's turn. Some actions, though, may be made in response to the other things that happen in the other characters' turns. These *opportunity actions* may be taken at any time before or after a character's turn, even during an opposing character's turn. The only requirement is that the character has enough AP to do the desired action. This means that a character may use up some of his AP before his turn begins, and that he will need to save some of his AP from his turn if he wants to react to events that occur after his turn is over.

A character may announce at any time that he desires to make one opportunity action. This interrupts the other character's turn immediately. The character whose turn is interrupted must halt his actions long enough for the opportunity action to be performed. Then his turn is resumed.

A character may perform any opportunity actions for which he has enough AP. If he desires to make several opportunity actions, however, he must perform them one at a time so that the interrupted character has at least one action between them. If more than one character desires to make an opportunity action at the same time, then each completes his one action before the interrupted character continues with his turn.

For example, Lt. Sterling ends his turn with 5 AP left. After he has finished his turn, an alien moves into view. Sterling decides to hide behind a tree, warn the others about the approaching alien, and use his tricorder to gain some information about the alien. These three actions are among the opportunity actions listed in the Action Points Table, and thus they may occur during the alien's turn.

The alien was moving down a path when Lt. Sterling spotted him. Although the alien intended to move 7 squares, the player operating Sterling says "O.K. Stop after 3 squares. I'm hiding behind the tree, whispering a warning to the others, and taking a life-forms scan of the alien."

The alien's turn stops when he has moved the third square to allow Sterling's first opportunity action. Sterling hides in the same square (1 AP expended on his AP Track) and the alien's turn resumes. The alien is not aware of Sterling, and so he continues his movement down the path one more square. The alien's turn is stopped again, and Sterling whispers one sentence to the others in his landing party (1 AP used).

The alien heard something. He stops and turns to the right, searching for what he heard. At this point, the player playing Sterling can force another stop so that Sterling can use his tricorder (2 AP cost, giving him 1 AP left), or he may wait and see what the alien does.

RECORDING AP USAGE

A good way to record AP usage is to use the Action Point Track. Put a counter on the character's AP. As he uses AP, move the counter down to show how many points he has used up. When the counter is moved off the 1 box, he may move no more.

For example, Lt. Sterling has 10 AP. This number has been circled and a counter is placed on the 10 box on the Action Point Track to show this.

Before his turn, Lt. Sterling sees a security officer move toward an unusual metal object of obvious alien origin. He uses one opportunity action to warn him away. This costs 1 AP, and so he moves the counter down one box.

In his turn, he decides to investigate the unknown object. He moves 2 squares in a straight line toward the object, so his AP counter is moved down 2 spaces; now it rests on the

7 box. Then he moves 2 squares diagonally, and so his counter is moved down another 3 boxes; now it rests on the 4 box. He takes out his sciences tricorder, which costs another 2 AP, leaving the counter on the 2 box. With his 2 AP left in the game turn, he can make a scan and tell everyone what he found, or he can watch and wait for an opportunity action, making the scan next turn.

COMBAT

Combat in this game, whether with ranged weapons such as bows or phasers, with hand weapons such as clubs or knives, or with bare hands, is resolved in the same way. The only difference between these types is the distance between the attacker and his target. Combat with a ranged weapon requires that the target be within the weapon's range and that there be a line-of-sight (LOS) between the attacker and the target. Combat with hand-held weapons can take place if the attacker and the target are in the same or adjacent squares. Hand-to-hand (HTH; unarmed personal) combat can take place only if both attacker and target are in the same square.

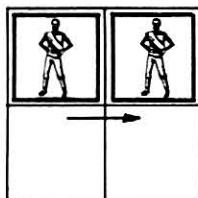
Three numbers are needed to resolve the combat; the END, the DEX, and the Skill Rating in the weapon being used. A *To-Hit Number* is obtained, based on a character's DEX and Skill Rating; this number is used as a target for a percentile dice roll much like a Skill Roll. If the roll is less than or equal to the To-Hit Number, then the attack was successful and the target has been hit, and if it is greater than the To-Hit Number, the attack missed. The roll may be modified by factors such as range, size of target, concealment, target actions, and so on.

For successful attacks, damage is calculated and the effects are noted on the character sheet of the target.

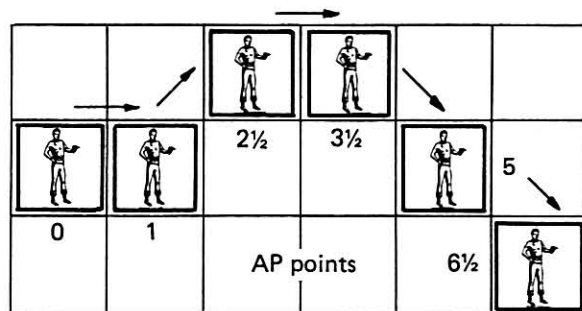
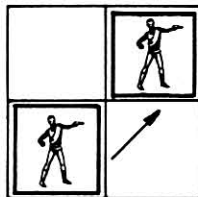
RANGE

For combat with ranged weapons, the range must be determined because there is a modifier to the To-Hit Number because of range. To find the range, count the squares between the attacker and the target along the shortest path, whether straight or diagonally. When counting the squares, count each diagonal square as 1.5 straight squares and count the target's square but not the attacker's. The diagram below will illustrate this.

Move 1 Square
Up/Down or
Sideways - 1 AP



Move 1 Square
Diagonally - 1½ AP



LINE-OF-SIGHT AND CONCEALMENT

To fire a ranged weapon like a phaser or a bow at a target, the attacker needs a line of sight (LOS) to that target. A LOS exists if a straight line can be drawn from the center of the attacker's square to the center of the target's square without passing through any square containing an obstacle. If no clear LOS exists, the target is concealed; in combat, the To-Hit Number is modified for the amount of concealment.

In determining the concealment, the position (kneeling, prone, standing, sitting, or whatever) of the attacker and the target must be considered, along with the height of obstacles. Concealment may be due to a physical object, such as a desk or a rock, or to smoke or dust clouds. Obviously, someone prone behind a console cannot be fired on (or seen), but neither can that character fire! On the other hand, if the character is kneeling behind the console, peeking over the top, he can fire freely and still remain somewhat concealed behind the obstacle. Most often, common sense will help decide what obstacles do and do not block LOS in a given situation.

More than one possible target in a square do not block LOS to a target, but such tightly grouped characters do make it possible to strike the wrong target. Characters in intervening squares block LOS if they are standing, but kneeling or prone characters do not.

CALCULATING THE TO-HIT NUMBERS

Base To-Hit Number

A character's base To-Hit Number for each weapon is the average of his DEX and his Skill Rating in that weapon. Add the DEX to the Skill Rating, divide by 2, and round up. If the character has no Skill Rating in the weapon, the To-Hit Number is half the DEX, rounded up.

For example, Lee Sterling has a DEX of 67 and a Skill Rating in *Modern Marksmanship* of 20; his To-Hit Number for phasers is 44 ($67 + 20 = 87$; $87 \div 2 = 43.5$, rounded up to 44). Sterling has no skill in armed personal combat, and so his To-Hit Number with a knife or other hand-held weapon would be 34 ($67 \div 2 = 33.5$, rounded up to 34). Sterling has a Skill Rating in *Unarmed Personal Combat* of 25, and so his To-Hit Number for hand-to-hand fighting is 46 ($67 + 25 = 92$; $92 \div 2 = 46$).

When generating a character, the base To-Hit Numbers should be calculated for modern weapons, for hand-to-hand combat, and for any other weapons with which the character has skill. Write the To-Hit Number for modern weapons (phasers) in the *To-Hit Modern* box on the character sheet. Write the To-Hit Number for hand-to-hand combat in the *To-Hit HTH* box. A box has been provided to write another

To-Hit Number, such as for armed personal combat or for ancient ranged weapons; if more To-Hit Numbers are necessary, record them at the bottom of the character sheet.

Range Modifiers

The To-Hit Number is modified by the range. After the range is determined, it is compared with the range breakdown for the weapon as given on the Weapons Table. The combat system uses short range as the base range. Thus, if the target in any type of combat is at point-blank range (in the same square or one adjacent), the To-Hit Number is increased by a range modifier. If, however, the target is at medium, long, or extreme range, the To-Hit Number is decreased by a range modifier. The Weapons Table shows these ranges and gives the modifiers. All hand-to-hand attacks and attacks with hand-held weapons have a beneficial range modifier because they are considered to be at point-blank range.

There will be times in combat when a player will find it important to know the various ranges of the weapons used by a character. The difference in To-Hit Number between one range and another is enough that it may be beneficial to hold fire and move an extra square or two to get within a better range.

For example, a Phaser I has the following ranges and range modifiers:

RANGE AND RANGE MODIFIERS FOR PHASER I

Range	Distance	Modifier
Point-Blank	1 square	+15
Short	2 to 5 squares	0
Medium	6 to 10 squares	-15
Long	11 to 25 squares	-30
Extreme	26 to 45 squares	-45
out of range	beyond 45 squares	

If Lee Sterling comes upon a Klingon at 27 squares, he may want to run forward 2 squares before he fires so that his To-Hit Number will not be lowered as much by the range modifier.

Size Modifiers

A *small* target is considered to be one the size of a normal eight-year-old human or smaller. A *large* target is anything the size of an adult horse or larger. Anything in between is considered *man-sized*; the combat system is based on targets this size. Small targets are harder to hit, and so a size modifier is subtracted from the To-Hit Number. Large targets are easier to hit, and so the size modifier is added to the To-Hit Number. When a character aims at a specific part of the target, such as the target's leg, or the disruptor in the target's hand, the target is harder to hit, and so the size modifier is subtracted from the To-Hit Number.

Position Modifiers

Targets kneeling, crouching, or sitting and those prone or crawling are more difficult to hit than standing targets, and so the position modifier is subtracted from the To-Hit Number. Position modifiers are only used if there is no concealment modifier. Diving targets and rolling targets are accounted for with movement modifiers.

Concealment Modifiers

The combat system is based on targets that are one-third or less concealed, and so no concealment modifier is added to the To-Hit Number for these targets. Thus, a human standing behind a crate that covers him up to his knees would have no concealment modifier.

Targets that are more than one-third concealed are harder to hit, and so a concealment modifier is subtracted from the To-Hit Number for these targets. Thus, a human standing

behind a waist-level console would have a concealment modifier. A human standing behind a shoulder-high instrument bank, or peeking around a door, or standing behind a partition would have a bigger concealment modifier, and a human peering from a gun slit would have a very large concealment modifier.

Target's Movement Modifier

The combat system was geared to targets moving at combat speed, and thus they have no modifier. Stationary targets are easier to hit, and so a movement modifier is added to the To-Hit Number for them. Running or evading makes a target harder to hit, and so a movement modifier is subtracted from the To-Hit Number for these targets.

Evasive actions are as follows: evade (while moving or swimming), roll sideways, dodge, dive roll, and dive to prone. Flying tackle is a special case. Though it is not an evasive movement, it is similar enough to a dive when viewed by anyone except the target that it is counted as an evasive action; from the target's point of view, the tackler appears to be running.

Aiming Modifier

Aiming a shot before firing gives a better chance to hit, just as quick-drawing before a snapshot gives a poorer chance to hit. For aimed shots, the To-Hit Number is increased by an aiming modifier. For quick-draw shots, the To-Hit Number is decreased by an aiming modifier.

True ambidexterity is rare, and characters are assumed to use the same hand as the player who controls them, unless something different is specified. Only ambidextrous characters can use a weapon with the same skill in either hand. Sometimes a character will need to or want to attack with his off-hand, and so an aiming modifier will need to be subtracted from the To-Hit Number.

It is possible to use two weapons in armed personal combat (like Sulu uses a sabre-and-dagger combination when practicing fencing), or even to fire two ranged weapons, if both can be operated one-handed. Star Fleet officers never carry two phasers, nor are other advanced cultures using energy weapons in the habit of doing this (not even Klingons). Mostly, this skill is used for archaic weaponry. Simultaneous attacks made with two weapons are less accurate than attacks made with either weapon separately. For simultaneous attacks, an aiming modifier must be subtracted from the To-Hit Number for BOTH attacks. Furthermore, unless the character is ambidextrous, an aiming modifier also must be subtracted from the To-Hit Number for attacking with the off-hand.

Attacker's Movement Modifier

If the attacker moves into an attack, he will not be as effective as if he had been stationary before the attack; and if he has been running or evading, his effectiveness is even less. When a character uses AP to move and then to attack or fire, with no other action in between, a movement modifier must be subtracted from the To-Hit Number. When the character is running just prior to attacking or firing, a larger movement modifier is required. When the character is evading just prior to an attack of any kind, an even larger movement modifier is subtracted.

Adjusted To-Hit Number

To find the To-Hit Number used in determining successful hits, all modifiers should be added to or subtracted from the base To-Hit Number. This adjusted To-Hit Number could be greater than 100, for particularly easy attacks, or it could be less than 0 for particularly difficult attacks.

WEAPONS TABLE

WEAPON TYPE <i>Range Modifier</i>	PARRY	DAMAGE	POINT					AMMO/ POWER GRAZE	DRAIN	OVERLOAD RADIUS
			BLANK + 15	SHORT + 0	MEDIUM - 15	LONG - 30	EXTREME - 45			
CLUB, other similar	P	2D10	---	---	---	---	---	---	---	---
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---	---	---	---
DAGGER/KNIFE	some	2D10	1	2-5	6-10	11-15	16-20	---	---	---
SWORD	P	4D10	---	---	---	---	---	---	---	---
POLE WEAPON	P	4D10 + 5	---	---	---	---	---	---	---	---
BOW (w. normal quiver)	P	4D10	1	2-20	21-60	61-130	131-190	20	---	---
CROSSBOW (w. quarrels)	P	4D10 + 10	1	2-12	13-35	36-60	61-90	20	---	---
PISTOL	---	4D10	1	2-10	11-25	26-40	41-75	6	---	---
CARBINE	P	4D10 + 10	1	2-15	16-50	51-100	101-170	5	---	---
RIFLE	P	4D10 + 5	1	2-30	31-100	101-200	201-300	30	---	---
SHOTGUN	P	4D10 + 10	1	2-10	11-25	26-50	51-100	2	---	---
SMG (submachine gun)	P	4D10 + 20	1	2-15	16-45	46-80	81-120	32	---	---
MG (machine gun)	---	4D10 + 30	1	2-50	51-150	151-300	301-500	50	---	---
PHASER I-A	---	---	1	2-5	6-12	13-30	31-50	20	---	30 squares
stun		75*							25*	1
wide angle stun		75*	1	(2-5)					25*	4
heavy stun		120*							40*	2
heat		40							20	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER II-A			1	2-10	11-24	25-60	61-100	35		100 squares
stun		75*							25*	1
wide angle stun		75*	1	2-10					25*	4
heavy stun		120*							40*	2
heat		40							20	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER RIFLE-A			1	2-15	16-35	36-90	91-150	50		125 squares
stun		75*							25*	1
wide angle stun		75*	1	(2-15)					25*	4
heavy stun		120*							40*	2
heat		40							20*	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER I-B			1	2-6	7-15	16-30	31-60	20		30 squares
stun		80*							30*	1
wide angle stun		80*	1	(2-6)					30*	4
heavy stun		130*							50*	2
heat		40							20	1
disrupt		160							60	2
disintegrate		DESTROYED							60	4
PHASER II-B			1	2-12	13-30	31-60	61-100	40		110 squares
stun		80*							30*	1
wide angle stun		80*	1	(2-15)					30*	4
heavy stun		130*							50*	2
heat		40							20	1
disrupt		160							60	2
disintegrate		DESTROYED							60	4
HAND DISRUPTOR-A	---	75	1	2-4	5-10	11-20	21-35	20	25	2
DISRUPTOR RIFLE-A	P	75	1	2-10	11-25	26-40	41-100	50	25	2
HAND DISRUPTOR-B	---							20		
standard shot		75	1	2-4	5-10	11-25	26-45		25	2
high-power shot		DESTROYED	1	2-4	5-10	11-25	NONE		50	6
HAND DISRUPTOR-C	---							25		
standard shot		75	1	2-5	6-15	16-35	36-50		25	2
high-power shot		DESTROYED	1	2-5	6-15	16-35	NONE		50	6
DISRUPTOR-C	P							65		
standard shot		75	1	2-10	11-20	21-60	61-90		25	2
high-power shot		DESTROYED	1	2-10	11-20	21-60	NONE		50	6
HAND LASER (old-style)	---	80	1	2-6	7-15	16-30	31-60	20	20	1
LASER RIFLE (old-style)	---	80	1	2-15	16-40	41-100	101-200	40	20	1
POLICE STUNNER	---	75*	1	2-5	6-12	13-30	31-50	20	25*	1
STUNCLUB	P	40*	---	---	---	---	---	---	---	---
GORN BLASTER	---	50	1	2-4	5-8	9-20	21-40	25	20	1

*Non-permanent damage

Phaser I, II and rifle stun effects last 2D10 + 10 minutes.
Heavy stun effects last 3D10 + 20 minutes.



DETERMINING SUCCESSFUL HITS

To-hit rolls are made with percentile dice just like other Skill Rolls. If the number rolled is higher than the adjusted To-Hit Number, the attack was unsuccessful. If the roll is equal to or less than the To-Hit Number, the target is hit and damage must be applied.

In this game, as long as an attacker is within range and there is an LOS, it is possible to hit. Furthermore, there is always a chance of missing. Therefore, no matter what the adjusted To-Hit Number, a 01 is always a hit and a 00 (100) is always a miss. If the target is out of range or if there is no LOS, then no attack is possible.

Grazes

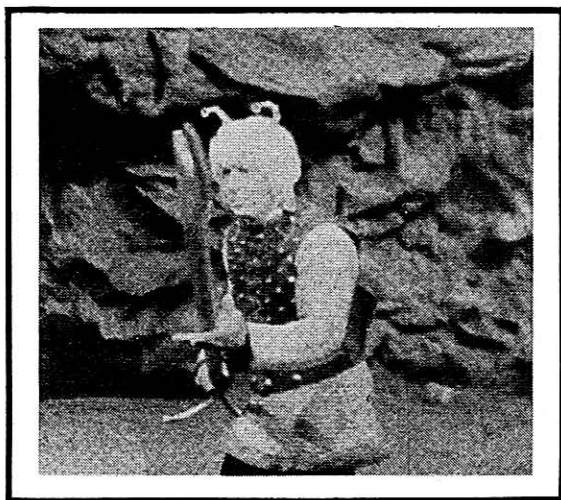
Shots from some energy weapons may not strike the character solidly, and so they will do less damage than a solid hit would. These marginal hits, called grazes, are important with weapons that are as deadly as phasers and disruptors. The weapons that may give grazes are noted in the Weapons Chart in the *Graze* column, which gives the damage done by a graze.

A shot is a graze if the To-Hit Roll is not greater than the To-Hit number but is within 10 points of it. For example, if Mr. Sterling were shooting his Phaser 1 at a Klingon and his adjusted To-Hit Number were 40, any To-Hit Roll of 31 to 40 would graze the Klingon instead of hitting him solidly.

The adjusted To-Hit Number is used in determining a graze, whether or not the number is greater than 100 or less than 0. If the adjusted To-Hit Number is 110 or greater, no hit will be a graze, even though a roll of 00 is a miss. If the adjusted To-Hit Number is 10 or less, any hit will be a graze. For example, if Mr. Sterling's adjusted To-Hit Roll were 110, he could not graze the Klingon, even if he rolled a 99 (an 00 would be a miss). If his adjusted To-Hit Roll were 09, no hit would be solid.

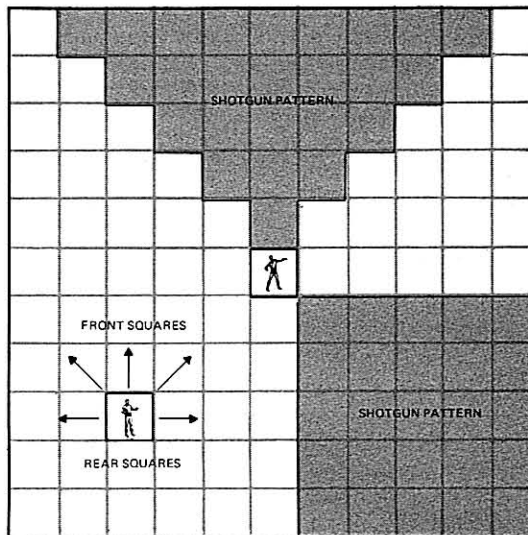
Thrown Weapons Or Objects

No special skill is needed for throwing or tossing objects or weapons during combat or other critical situations. The range that small items may be tossed is the same as the range of a thrown knife — a maximum of 20 squares; the chance of success is determined by the character's DEX, as with a normal unskilled attack. If a character has a skill in *Armed Personal Combat* with a knife or dagger, he may throw this weapon at a target as well as stab with it; the To-Hit Number is determined as with any other skilled attack. In either case, the appropriate modifiers are applied, and the To-Hit Roll is made as usual.



Firing Arcs

All weapons are fired in a straight line through a front square of the attacker. The only exception is the shotgun, which fires a pattern that may strike and damage any and all characters in the affected area; the diagram below gives this arc. A separate To-Hit Roll and damage roll must be made for all characters in the affected area.



DAMAGE

Damage Effects

Any damage generated by a weapon is classified as wound damage. A running total of this damage should be kept for each character. As wound damage is taken, it is removed (temporarily) from the character's END score to give the MAX OP END, as discussed in the section on *Injury, Medical Aid, And Recovery*. When this total reaches 20, the INACT SAVE number, the character may collapse, and when it reaches 5, the UNC THRESH number, the character will fall unconscious, as discussed in the section on *Injury, Medical Aid, And Recovery*.

Determining Damage

If an attack is successful, the target may take damage. The Weapons Table gives the number of damage points for each weapon. Some weapons give a pre-determined number of damage points, while damage from others is determined by a die roll, or perhaps a die roll with a bonus. For example, the listing for the archaic M1 Carbine is $4D10 + 10$. This means that when determining the damage, the player should roll 4 ten-sided dice and add a bonus of 10 to the result.

For some weapons, there are several listings depending on the setting on the weapon. For example, the Phaser I, when set on stun, does a standard 75 damage points with each successful hit. On the other hand, when set on disintegrate, no damage roll is necessary; the disintegrate setting totally vaporizes any man-sized or smaller target it hits solidly. Any larger target has a man-sized hole in it, which will kill any normal, living creature or make a mess out of a large console or a wall! This perhaps explains why *Modern Weapon Marksmanship* is not possible as a background skill.

Damage from a graze is given in the *Graze* column of the Weapons Table. If no number is given in this column, graze hits are the same as normal hits and give normal damage.

Damage done in unarmed personal combat depends on the STR of the attacker and, to a lesser extent, on the Skill Rating of the attacker in *Unarmed Personal Combat*. The Unarmed Personal Combat Damage Tables give this damage. Animals and other non-humanoid creatures may have a higher STR base, and thus they may do more damage than would be reasonable for humanoid characters. Furthermore, animals, creatures, and some intelligent races like the Gorn may have bonuses for claws and teeth.

Armor

Some beings may wear body armor, and some beings, as well as some animals and creatures, may have natural armor. Body armor or natural armor reduces the amount of damage taken in armed or unarmed personal combat, and by hits from projectile weapons or thrown weapons. Such armor absorbs some of the damage that would otherwise be taken; it usually is described by the number of damage points it absorbs per turn. Some body armor is heavy and could slow a character down.

Body armor or natural armor usually gives little or no protection against the stun, disrupt, or disintegrate effects of modern sidearms. Armor effective against such weapons has been developed by most advanced cultures, but it is bulky and is seldom used except by armored ground troops. It is not dealt with in this game.

Shotgun Hits

A separate hit roll and damage roll must be made for all characters in the affected area.

SPECIAL VULCAN TECHNIQUES

PSIONICS

A result of the intellectual/mental thrust of Vulcan culture is their development of certain mental powers, such as telepathy, to a level unmatched by most other thinking races. Centuries of psionic exercise and mental discipline have made the Vulcan race capable of some amazing mental feats. These are part of the culture, most Vulcans performing them to some degree; those who are especially skilled are respected by all.

Vulcans know several mind contact forms. The most common is the mind touch, in which the minds of two individuals become attuned so that thoughts and feelings may be communicated. Mind fusion is a deeper form in which the two minds actually become one, totally sharing not only thoughts but also motivations and memories. This technique is attempted only under extreme circumstances, as it is very difficult and embarrassing for the Vulcan. It also is somewhat dangerous, because the two personalities involved may be hard to sort out and split apart when it comes time to terminate the fusion.

Mind meld is mind touch or mind fusion in which several minds are in communication or communion at once. This, too, is a very difficult technique.

In modern Vulcan society, the use of telepathic contact to pry into another's mind is unthinkable. Such contact is intimate and somewhat embarrassing. Mind contact is not practiced for trivial reasons. There have been attempts to teach these ancient disciplines to members of other races, and some partial successes have been noted.

Using Psionics

When a character uses one of the described Vulcan psionic abilities, the player must make a Saving Roll based on the character's PSI score. Success depends on a number of factors, such as the type of telepathic communication desired, the subject's intelligence and state of mind, and the physical surroundings in which the telepathy is being attempted. Modifiers are applied to the PSI score for these factors, and the Saving Roll is made against the adjusted PSI score.



An attempt to make any sort of telepathic link takes 1 minute, during which the Vulcan and his subject may take no other actions.

The easiest type of communication is the one-way transfer of a basic concept or feeling, such as hunger, fear, uneasiness, or relaxation. More difficult is the one-way transfer of complicated concepts or feelings and short messages. Two-way conversation is even harder, but a short telepathic link can often be the equivalent of an hour-long conversation with visual aids. Deeper thought- or memory-sharing is increasingly more difficult, progressing through a two-way disclosure of all surface thoughts, feelings, and intentions, total exchange of memory and thoughts, and into true mind fusion, in which the self is shared completely. The modifiers increase as the communication becomes more complete. Mind melds may occur at any level of communication. The modifier for each additional link is half that for the first contact.

The intellect of the subject also is a factor. In general, the more intelligent the subject, the greater the chance for success. Unknown beings, creatures, or animals are more difficult to reach than those that are familiar.

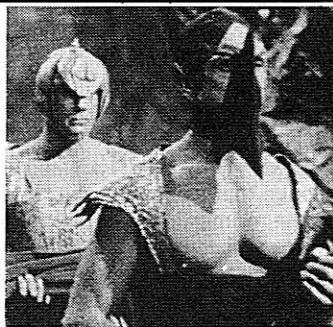
The state of mind of the subject is also important. If the subject is willing, if he is a telepath himself or a friend of the Vulcan, or if he has had a mind link before with the Vulcan, the task is much easier.

Quiet and isolation in familiar surroundings are desirable, as there must be no distractions or the concentration is broken. The subject should be as close as possible, and physical contact between the Vulcan telepath and the subject is desirable, but not absolutely necessary.

NERVE PINCH

This technique, known by many Vulcans, requires great strength and detailed knowledge of the nervous system. The nerve pinch is applied by grasping the area just between the neck and the shoulder and applying proper pressure. If properly done, the victim is almost instantly rendered unconscious, having no chance to cry out or take any action.

In the game, the nerve pinch is used like any other unarmed personal combat, as long as the attacker is within the same square as the target or in the square immediately behind the target. The technique is only effective against humanoids who are not protected by natural or body armor. Thus, Humans, Vulcans, Andorians, Klingons, Edoans, and the like could be affected, but a Gorn's hide is too tough. Other aliens may be too large, or have no definable head and neck, or simply have entirely different nervous systems.



INJURY, MEDICAL AND RECOVERY

There are two types of damage that characters can take in *STAR TREK: The Role Playing Game* – wound damage and temporary damage. Wound damage is actual physical harm to the body. It may be caused by disease, poison, hand-to-hand attacks, or physical weaponry. Temporary damage is non-lethal, such as a phaser stun, certain drug effects (especially sedatives), the Vulcan nerve pinch, exhaustion due to fatigue, and so on. When a character is injured, first aid may be applied by those with the skill, and the advanced medicine of *STAR TREK*'s time can go a long way toward accelerating a character's recovery, but there are limits, and if a character is badly injured enough, he may fall unconscious or die.

Wound damage may cause death, is of a semi-permanent nature, and heals slowly. Temporary damage is far less serious and is recovered relatively quickly, though it may cause death in some unusual circumstances. Wound damage determines (in most cases) when a character is in danger of losing his life. Total damage (wound damage and temporary damage added together) determines when he is in danger of collapsing or falling unconscious. Thus, wound damage, temporary damage, and a character's END combine in this way to give both player and gamemaster an idea of how healthy a character is at any time.

OPERATING ENDURANCE (OP END)

The amount of damage that a character can take before collapsing, falling unconscious, or dying is determined by his END Attribute Score, which represents his healthiest state. During the game, his moment-to-moment health will fluctuate as he takes damage or becomes fatigued, but his maximum health usually will stay the same. Thus, his *original* END score usually will not change, but his *operating* END score (abbreviated OP END) will change to reflect his changing health.

MAXIMUM OPERATING ENDURANCE (MAX OP END)

The wound damage that a character has taken determines his maximum operating endurance (abbreviated MAX OP END), the best health he can hope for until this damage is healed. A character's MAX OP END is used as the target for all END Saving Rolls. When a character has no wounds, his MAX OP END is his END score, and when he takes wound damage, his MAX OP END is reduced by the damage. Until such damage is healed, it continues to affect the character's health, because his OP END can go no higher. When the wounds are healed, the character's MAX OP END is raised by the amount of damage healed.

If a character's MAX OP END is more than 20 points, he may continue to function more or less normally. His condition might be similar to having a broken leg; he might be slightly injured but normally he would not be confined to bed. He certainly will tire more quickly, as his lower MAX OP END shows. If the injuries are more serious and his MAX OP END is less than 20 points, he would be confined to a hospital bed until enough damage had healed to raise his OP END to at least 20.

CURRENT OPERATING ENDURANCE (CURR OP END)

The total damage that a character has taken determines his health at any one moment; this is the character's current operating endurance (abbreviated CURR OP END). It is used to determine when a character is exhausted or when he will fall unconscious. When a character takes temporary damage, his CURR OP END goes down to reflect this.

When a character's CURR OP END is more than 20 points, he may operate normally. When his CURR OP END is less than 20 points, he is fatigued or in danger of falling unconscious. The temporary damage may be restored by voluntary rest or by enforced rest when a character passes out; the amount of temporary damage restored is added to the character's CURR OP END, but not to his MAX OP END.

INJURY

TAKING WOUND DAMAGE

Wound damage occurs when the character sustains wounds, bruises, cuts and abrasions, or the like. The damage need not be delivered by a weapon nor need it be visible, and damage from disease or poison frequently falls in this category. Wound damage from weapons is discussed in the section on *Tactical Movement And Combat*.

Gamers used to playing many other fantasy or science fiction role-playing games may find the wound damage from weapons much more devastating than they expect. The weapons of the *STAR TREK* universe are rather deadly. Fortunately, weapons are never used indiscriminately by Star Fleet personnel, and they are used so rarely by other starfaring races. Such use invites diplomatic incidents, and not even a Klingon wants one of those!

Though wound damage is devastating, people do not die easily when Star Fleet Medical Officers are around. Very little can be done with disintegrated characters, but many characters who otherwise might be dead can be saved by the timely arrival of medical help, or a quick beam-up to the ship and a trip to sick bay and intensive care.

TAKING TEMPORARY DAMAGE

Temporary damage accumulates quickly and is restored quite rapidly. Exhaustion due to strenuous activity is a common way to take this damage. Such strenuous activity includes running full speed, evading full speed, swimming full speed, crossing difficult terrain, and personal combat. This list is not complete, and there will be other activities in the game not included may be tiring in a given situation. Stun damage from a phaser also is temporary damage, as are certain effects from drugs.

Temporary damage from fatigue is not automatic. The chance that it will occur is based on the character's MAX OP END. When performing strenuous activities, a character must make a Saving Roll against his MAX OP END to avoid temporary damage from fatigue. If the roll is successful, no temporary damage is taken, but if the roll fails, the character takes 5 points of temporary damage.

RECORDING DAMAGE

During a game, each player must keep a running total of all damage that his character takes. Actually this running total is kept in two columns, one for MAX OP END and one for CURR OP END. Wound damage is recorded in both columns, but temporary damage is recorded only in the CURR OP END column. The amount of wound damage is subtracted from the character's END score to give his MAX OP END, and the temporary damage is subtracted from the character's MAX OP END score to give his CURR OP END score.

For example, if Lee Sterling has taken 20 points of wound damage, this damage is recorded both under MAX OP END and under CURR OP END. His new maximum OP END is 38 (*END of 58 – 20 damage points = MAX OP END of 38*). His *original* END is still 58, but his MAX OP END of 38 reflects his injury, indicating

that he is about two-thirds as healthy as before the wound. His CURR OP END may not be any higher than 18 until some of his wound damage has been healed.

If Lee were to be wounded again for another 20 points, the damage would be subtracted from his MAX OP END of 38. His new MAX OP END would be 18, which is below 20 points and indicates that Lee is seriously injured. Then, if he were to attempt ANY action, he might make his injury worse, as indicated in the **Inaction Save Level** section below.

If, instead, Lee were to perform some strenuous activity requiring an END Saving Roll. He would roll percentile dice using 38 as a target because it is his MAX OP END score. Let us say he tries to evade full speed, a strenuous activity. He rolls a 12, and takes no temporary damage. In the next turn, he evades full speed again, this time rolling a 41; because this is more than his MAX OP END of 38, he takes 5 points of temporary damage. This is recorded under CURR OP END; his MAX OP END is still 38, but his CURR OP END is now 33 (38 - 5 = 33).

If Sterling is wounded for 5 more points, this damage is recorded in both columns. His MAX OP END becomes 33, and his CURR OP END becomes 28. If he rests, he may get back the 5 points of temporary damage, but his CURR OP END cannot go above 33 (his new MAX OP END) until his wounds have been healed.

INACTION AND UNCONSCIOUSNESS

If a character takes enough damage of either type, the result will be first forced inaction and then unconsciousness. The score at which a character likely will become inactive is 20; this is called the inaction save level, abbreviated INACT SAVE. The score at which a character will fall unconscious is 5; this is called the unconsciousness threshold, abbreviated UNC THRESH.

END SAVING ROLL

Whenever a character is required to make a Saving Roll for temporary damage from strenuous activity, for inaction, or for unconsciousness, the player uses the character's MAX OP END score as a target.

INACTION SAVE LEVEL

The INACT SAVE score is 20 points.

At any time the character's MAX OP END score drops below the INACT SAVE, he is seriously injured. When he attempts to perform any action at all, the player must make a END Saving Roll. Success means that the action may be completed. Failure means that the pain is too great to perform the action at this time. Depending on the action, a second roll may be required to see if the attempt caused the injuries to become worse.

Any time the character's CURR OP END drops below the INACT SAVE, he is totally exhausted. When he attempts to perform any action at all, the player must make an END Saving Roll. If the Saving Roll is successful, then the character feels no adverse results and the action may be performed, but if the roll is unsuccessful, the character falls unconscious.

If the character attempts another action, or if his CURR OP END is reduced again, the player must make another END Saving Roll, even if he has already made one or more successfully. This will happen any time a character's CURR OP END is reduced below his INACT SAVE.

UNCONSCIOUSNESS THRESHOLD

The UNC THRESH is 5. Any time a character's MAX OP END or CURR OP END falls to or below this, he will fall unconscious and will remain that way until his CURR OP END is raised above that level. How long he is unconscious will depend on the type of damage he has taken and the efforts others make to

revive him. This time period will be shorter if the unconsciousness resulted from temporary damage, since temporary damage heals much faster than wound damage.

MORTAL INJURY AND DEATH

Whenever a character's MAX OP END reaches zero or less, he is mortally injured and will die if emergency treatment is not provided quickly. It is clear that time is of the essence. Generally speaking, if transportation to a more appropriate location would take more than 15 minutes, it is better to apply first aid on the spot, even if no equipment or doctor is available. If better equipment or a more-qualified medic becomes available, another attempt may be made, but time continues to tick away, and there will come a time when death is inevitable and a new character must be created.

RESTORING HEALTH

HEALING WOUND DAMAGE

Wound damage heals slowly, normally through rest for one day or more. During this time, the character may not do anything that would hinder the healing process. If the character's MAX OP END is 20 or less, the rest must be in bed.

To find the Wound Heal Rate of a character, divide the character's END score by 20 and round down. This gives the number of points that character will heal each day; this number is added to the character's MAX OP END score.

REGAINING TEMPORARY DAMAGE

Some temporary damage will be regained for 30 minutes of rest, during which the character may not perform any strenuous or continuous action such as prolonged walking, combat, or the like. Under certain conditions, temporary damage may entirely regenerate in an even shorter period of time.

To find the character's Fatigue Heal Rate, the restoration rate for temporary damage, divide his END by 10 and round down. This gives the number of points of temporary damage that are restored in 30 minutes of rest. This number is added to the character's CURR OP END score (but not if it will make that score greater than the MAX OP END score).

EMERGENCY FIRST AID

Emergency first aid required to prevent death can be provided by anyone qualified (Skill Rating of 10) in *General Medicine*. Once a medic reaches the injured character, he/she may attempt to save that character's life. The attempt takes 5 minutes. Of course, success of the treatment depends on the skill of the medic, and thus it should be the greatest available at the time. Success may be modified by a number of factors, including the extent of the injury, the medical equipment available, prior attempts at first aid, the time that has elapsed since the patient's condition became critical, and so on. If the medic does not have medical skill in the patient's specific race, the chance of success is significantly reduced.

If the emergency first aid is successful, the patient's MAX OP END is stabilized at 1 and the healing process may begin. Further healing will take place at the Wound Heal Rate, unless drugs, etc., are used to hasten the process. If it is unsuccessful, the patient remains mortally wounded.

VULCAN PAIN REDUCTION

Vulcans know techniques for relieving pain with nerve pressure. Such techniques do not reduce the severity of an injury, nor revive an unconscious person. In fact, masking pain in this manner could cause an injured person to make his injuries worse without being aware of it.

GLOSSARY OF GAME TERMS

The following is a mini-glossary of words, phrases, and abbreviations that have special meanings in this rule set, regarding the way the game is played. Many of these terms are used in other role-playing games, and so they will be familiar to experienced role-play gamers. Some of the terms are brand new, and others are used in a new way in these rules. All players should take a few minutes to look over this list and refer to it later if further explanation of role-playing terms is needed.

ACTION POINTS (AP)

A number that indicates how many actions a character can perform in one 10-second combat turn. AP depends on a character's dexterity.

ADVENTURE

One mission, made up of a series of encounters, that provides goals for the player characters to meet. An adventure is designed to stand alone or as part of a continuing campaign. Usually a single adventure or mission will only take one or two game sessions to complete.

AP See **Action Points**.

ARCHAIC SKILL

Ancient or outdated skill, one that hasn't much use anymore (like buggy whip making). In *STAR TREK's* time, many skills, weapons, and even languages commonly used today are outmoded and considered archaic.

ATTRIBUTE

Areas of a character's physical or mental development. In this game, attributes include Strength, Endurance, Dexterity, Intellect, Charisma, Luck, and Psionic Potential. See listings under each of these for specific information; see also **Attribute Score**.

ATTRIBUTE SCORE

A number that represents a character's potential in a certain area of physical or mental development. Attribute Scores for most Humans fall between 0 and 100, with 40 being the average for the general population and 50 being the average for player characters. Attributes for exceptional Humans and for non-Humans may be more than 100.

BLAST RADIUS

The area of destruction created by an explosion.

CAMPAIGN

A series of linking adventure scenarios that use the same cast of player characters and important non-player characters. In a campaign, characters grow, develop and change, learn new skills and gain rank and responsibility. Campaigns may last for only a few adventures or for years, as the gamemaster and players see fit.

CHA See **Charisma**.

CHARACTER See **Non-Player Character**, **Player Character**.

CHARACTER CREATION AND TRAINING SYSTEM

The procedure players use to develop player and non-player characters before play. The character creation system presents methods of determining attributes, and the character training system presents methods of determining the character's skills and pre-game experience.

CHARISMA (CHA)

The character attribute that specifies the amount of personality force and attractiveness possessed by a character. Charisma is not the same as physical beauty, though that quality can add to charisma.

COUNTER

Something used to represent a character, animal, starship, or other object on the maps used in combat.

CURR OP END See **Endurance**.

D10

Short form for '10-sided die.' See **Dice Conventions**.

DAMAGE

In combat, the effect that a successful attack has on the thing hit. In personal combat, damage reduces a character's operating endurance. In starship combat, damage affects some part of the target starship. When damage passes a critical point, no more combat is possible, and when it gets too great, the character or starship is destroyed.

DAMAGE MODIFIER

The bonus that some weapons add to the damage they do at certain ranges.

DEX See **Dexterity**.

DEXTERITY (DEX)

The character attribute that describes a character's physical control, speed, and accuracy.

DICE CONVENTIONS

The dice used in this game have 20 sides, numbered from 1 to 10 twice. Each die may be used separately to generate random numbers between 1 and 10. When one of these is to be rolled, the words 'roll one die,' 'make a die roll,' or 'roll 1D10' are used. See also **Die Roll**.

Sometimes **D10** is preceded by a number indicating how many dice are to be rolled and the results added together. For example, '2D10' means roll two 10-sided dice (or roll one twice) and add the numbers rolled together. The symbol '3D10' means roll three 10-sided dice (or roll one three times) and add the numbers together, and so forth.

Sometimes modifiers are to be added to the roll. For example, '1D10 + 5' means to roll one 10-sided die and add 5 to the result. '2D10 - 3' means to roll two dice, add the numbers rolled together and subtract 3.

Two ten-sided dice of different colors can be used to generate random numbers between 1 and 100. When used in this way, the dice are called *Percentile Dice*. One die is chosen to show the tens digit and the other is the ones digit. Numbers from 1 to 9 are represented by 01, 02, and so on. One hundred is represented by 00.

DIE ROLL

The number generated by throwing one or more 10-sided dice. There are various types of die rolls made in this game. See also **Dice Conventions**, **Saving Roll**, **Skill Roll**, **To-Hit Roll**.

END See **Endurance**.

ENDURANCE (END)

The character attribute that describes the amount of physical punishment, deprivation, or abuse a character can absorb without losing consciousness or dying.

A character's health from moment to moment is determined by his **CURR OP END** (current operating endurance). This number is obtained by subtracting all damage, both wound and temporary, from the character's **END** score. When this number falls too low, a character is in danger of falling unconscious. This number can never be higher than the character's **MAX OP END** (maximum operating endurance), which is determined by the amount of wound (or permanent) damage that the character has sustained. When a character's **MAX OP END** falls too low he must be hospitalized, and when it falls below zero, he is mortally wounded or ill.

EXPERT LEVEL

A **Skill Rating** (q.v.) of at least 80 in a Skill. A character who has such a Skill Rating is said to be an expert in the field, and a character who has a Skill Rating of 96 or more is an acknowledged leader in the field. *Compare with Proficiency Level and Professional Level.*

GAMEMASTER (GM)

The referee of a role-playing game, who is responsible for presenting the adventures and judging the actions. He also may write the background for adventures, much as a television writer prepares a script.

GAME TURN

A complete round of movement and actions for all players during the tactical movement or combat sequence. The game turn takes 10 seconds at the tactical scale.

GM See **Gamemaster**.

HAND-TO-HAND (HTH) COMBAT

Combat between characters using no other weapons but fists or natural extensions of the body, such as feet or claws. Also known as unarmed personal combat.

HTH

Abbreviation for 'hand-to-hand.' It sometimes is used in place of unarmed personal combat, as in 'To-Hit, HTH,' which means the To-Hit Number for unarmed personal combat.

INT See **Intellect**.

INTELLECT (INT)

The character attribute that describes the mental processing ability, memory retention, and reasoning power of a character.

LINE-OF-SIGHT (LOS)

A direct, straight line between a character and a potential target. A clear line-of-sight, with no obstructions, must exist for the character to fire a ranged weapon at the target.

LOS See **Line-Of-Sight**.

LUC See **Luck**.

LUCK (LUC)

The character attribute that measures how lucky (or unlucky) a character is.

MAX OP END See **Endurance**.

MODIFIER

A number which is added to or subtracted from a die roll or dice roll to make an adjustment to that roll. Modifiers are sometimes used to make a Saving Roll or Skill Roll harder or easier to make successfully.

NON-PLAYER CHARACTER (NPC)

A character in the game whose actions and speeches are controlled by the gamemaster or his assistant, not by a player. Some NPCs will be flat, 1- or 2-dimensional characters, useful as minor combatants; others will be as detailed as player characters, particularly a frequently-met friend or opponent.

NPC See **Non-Player Character**.

OPPORTUNITY ACTION

A combat action taken at a time other than during the character's own turn in the tactical movement and combat sequence.

OPPORTUNITY FIRE

Weapons fire done as part of an opportunity action.

PERCENTILE DICE (% DICE, D100)

A dice roll involving two 10-sided dice, one die representing the 10s digit and the other die representing the 1s digit in random numbers from 1 to 100. See **Dice Conventions**.

PERSONAL COMBAT

Combat between characters, either hand-to-hand combat or combat using non-ranged weapons like swords or clubs.

PHASE

A small part of a tactical game turn.

PLAYER

Someone who plays this game. The persona that the player controls in the game is his player character.

PLAYER CHARACTER

The fictional identity taken on by a player for the game, as opposed to the player himself. Player characters are operated by a player, not the gamemaster.

PLAYER TURN

The actions of a single player during a combat sequence, not including opportunity actions.

PROFICIENCY LEVEL

A character who has a **Skill Rating** (q.v.) of at least 10 and less than 40 in a skill is said to have proficiency or be qualified in that skill. *Compare with Expert Level and Professional Level.*

In non-stressful, leisurely situations, a character proficient in a physical skill can perform any action using that skill. In this case, the Skill Rating is a measure of the time needed to perform the action and a measure of the quality of the product.

A character proficient in a mental skill is familiar with the basic concepts and vocabulary of the field, as well as of the field's most common facts. In non-stressful, leisurely situations, a character's Skill Rating in a mental skill or area of knowledge is a general measure of the amount of knowledge he has acquired in that area.

PROFESSIONAL LEVEL

A **Skill Rating** (q.v.) of 40 in a skill. This is the minimum rating for someone who makes his living at a skill and can be called a professional. *Compare with Expert Level and Proficiency Level.*

QUALIFIED See **Proficiency Level**.

RACE

A group of sentient beings. Races are usually separated by significant differences in physical structure (internal or external). Some races are humanoid or human-like. Others are totally alien to the Human form. Within each race are relatively insignificant differences of form or features, such as the skin color, epicanthal folds, and eye color among Humans and humanoids. These minor differences have no effect on the game.

RANGE

In combat, the distance between the character using a ranged weapon and his target. In most cases, the greater the range, the more difficult it is to hit the intended target. Some ranged weapons give damage bonuses within certain ranges.

RANGED COMBAT

Combat or attacks made with weapons used at a distance, such as with phasers or crossbows.

ROUND DOWN OR UP

Adjust a fractional number to the next lower or higher whole number. Rounding is an essential part of the character creation and training system. To round down, you drop the fractional part of the number. To round up, you add one to the whole part of the number and drop the fractional part of the number. For example, 4-3/4 is rounded down to 4 and rounded up to 5.

SAVING ROLL

A roll of dice (usually percentile dice) that is compared to an attribute. If the die roll is higher than the attribute, the Saving Roll fails. If the roll is the same as or lower than the attribute, the roll succeeds. The rules or the gamemaster may require that penalties or bonuses be applied to adjust the attribute to make certain Saving Rolls harder or easier.

SCENARIO

A single adventure or mission, where characters work toward one single overall goal.

SIDE

One group of related characters, acting toward the same goal in a combat. This may be a group of player characters, or a group of non-player characters (like a Klingon landing party) operated by the gamemaster. It is possible in some unusual situations to have more than two sides in a combat.

SKILL

An ability in a specialized area, such as vocal music, marksmanship with a modern or archaic weapon, or transporter operational procedures. The degree of proficiency in a skill is called one's Skill Rating.

SKILL RATING

A numerical score, usually between 1 and 100, that shows the relative ability of a character in a mental or physical skill. Characters with a Skill Rating of 0 are unskilled; characters with a Skill Rating of 1 to 9 are semi-skilled; characters with a Skill Rating of 10 to 39 are proficient or qualified in the skill; characters with a Skill Rating of 40 or more are professionals in the skill; characters with a Skill Rating of 80 or more are experts in the skill; and characters with a Skill Rating of 96 or more are acknowledged leaders in the field. *See also Proficiency Level.*

In stressful or situations under time pressure, a character must make a successful **Skill Roll** (q.v.) against his Skill Rating before he can perform a crucial action. In some combat situations, skills can give the character an advantage or bonus.

SKILL ROLL

A roll of percentile dice that determine the success or failure of a crucial action using a skill. The dice roll is compared to the **Skill Rating** (q.v.). If the roll is greater than the Skill Rating, the action may not be performed as desired. If the roll is less than or equal to the Skill Rating, then the action may be performed as desired. In some situations the rules or the gamemaster may require that the Skill Roll be modified to make success easier or harder.

STR *See Strength.*

STRENGTH (STR)

The character attribute that describes relative physical power.

TO-HIT NUMBER

The number that must be generated by a die roll or percentile dice roll in order for a character to hit his target with a ranged weapon or with a non-ranged weapon or fist. *See also To-Hit Roll.*

TO-HIT ROLL

Dice roll made either with one 10-sided die or with percentile dice to determine if a character has hit his target with a ranged weapon, a non-ranged weapon, or a body weapon in hand-to-hand combat; this is a type of Skill Roll. If the dice roll is greater than the To-Hit Number, the attack is unsuccessful. If the dice roll is equal to or less than the To-Hit Number, the attack is successful. The rules or the gamemaster may require that a modifier be added or subtracted to the To-Hit Number so that certain To-Hit Rolls are easier or more difficult.





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UNITED FEDERATION OF PLANETS



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		Lt. Winston Kyle	33
		Lt. M'Benga	33
		Individual Data Records	33
		Capt. Kor, <i>Klothos</i>	33
		Capt. Koloth, <i>Devisor</i>	33
		Cyrano Jones	33
		Harcourt Fenton (Harry) Mudd	33
		Sarek	33
		Kahn Noonian Singh	33
		THE STORY OF LEE STERLING	34

UFP Star Fleet Character Data Record



Name: Lee Sterling
 Rank: Lt. Commander
 Assignment: Galaxy Exploration Command
 Ship: USS Lexington
 Position: Chief Science Off.

Age: 45
 Sex: Male
 Race: Human

STR <u>55</u>	END <u>58</u>	INT <u>71</u>	DEX <u>67</u>	CHA <u>60</u>	LUC <u>83</u>	PSI <u>01</u>
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT,
WOUND HEAL RATE <u>5/day</u>	FATIGUE HEAL RATE <u>2 3/4 min.</u>				BARE-HAND DAMAGE	DAMAGE

Service Experience Chart

Assignment:

Constitution-Class Starship
 Galaxy Exploration Command
 Military Operations Command
 Colonial Operations Command
 Merchant Marine Command
 Star Base Headquarters Command
 Star Fleet Academy
 Tour Length (years)
 Officer Efficiency Report (%)

Cadet Cruise 1	Cadet Cruise 2	Cadet Cruise 3	Cadet Cruise 4	Cadet Cruise 5	Branch School	Department Head	Command School	Tour 1	Tour 2	Tour 3	Tour 4	Tour 5	Tour 6	Tour 7	Tour 8	Tour 9	Tour 10
✓													✓				
								✓									
									✓								
										✓							
											✓						
✓																	
4	.5				3.5	1	1	1	5	2	4	3	2				
									14	67	31	5	7	14	24		

Cadet Cruise Results
 Passed _____
 Honors ✓
 High Honors _____

Skill List

Administration <u>Vulcan</u> <u>40</u>	Marksanship, Modern <u>20</u>	Small Unit Tactics _____
* Artistic Expression <u>Lyre</u> <u>15</u>	Mechanical Engineering _____	* Social Sciences _____
Carousing _____	* Medical Sciences _____	<u>Vulkan History/Culture</u> <u>10</u>
Commun. Systems Operation _____	General Medicine <u>Human</u> <u>10</u>	Federation Culture/History <u>20</u>
Commun. Systems Technology _____	Negotiation/Diplomacy <u>10</u>	Federation Law <u>25</u>
Computer Operation <u>80</u>	* Personal Combat, Armed _____	* Space Sciences <u>Astrogration</u> <u>10</u>
Computer Technology <u>13</u>	Personal Combat, Unarmed <u>25</u>	Astronomy <u>80</u>
Damage Control Procedures <u>10</u>	Personal Weapons Technology <u>5</u>	<u>Astrophysics</u> <u>50</u>
Deflector Shield Operation _____	* Physical Sciences <u>Chemistry</u> <u>40</u>	* Sports <u>Swimming</u> <u>10</u>
Deflector Shield Technology _____	<u>Physics</u> <u>25</u>	* Starship Combat Strategy/Tactics <u>40</u>
Electronics Technology <u>34</u>	* Planetary Sciences <u>Hydrology</u> <u>30</u>	Starship Helm Operation _____
Environmental Suit Operations <u>42</u>	<u>Geology</u> <u>33</u>	Starship Sensors <u>58</u>
* Gaming <u>(3-D Chess)</u> <u>24</u>	<u>Meteorology</u> <u>30</u>	Starship Weaponry Operation _____
Instruction <u>10</u>	* Planetary Survival <u>Tropical</u> <u>13</u>	Starship Weaponry Technology _____
* Language <u>Vulcan</u> <u>44</u>	<u>Arctic</u> <u>11</u>	Streetwise <u>17</u>
<u>Galacta</u> <u>40</u>	<u>Cool Temperate</u> <u>10</u>	Transporter Operation Procedure <u>10</u>
Leadership <u>40</u>	Security Procedures _____	Transporter Systems Technology _____
* Life Sciences <u>Ecology</u> <u>40</u>	Shuttlecraft Pilot <u>13</u>	* Trivia <u>History of Science</u> <u>3</u>
<u>Exobiology</u> <u>25</u>	Shuttlecraft Syst. Technology _____	_____
<u>Zoology</u> <u>20</u>	Small Equipment Syst. Operation <u>10</u>	_____
Life Support Syst. Technology _____	Small Equip. Syst. Technology _____	* Vehicle Operation _____
* Marksmanship, Archaic _____		Warp Drive Technology <u>6</u>
		Zero-G Operations <u>28</u>

INTRODUCTION AND TIME LINE

ORIENTATION FOR ALL CADETS

This book provides basic information on the *STAR TREK* universe. Some of the chapters give definitions of basic terms, and others give background information necessary to understand the systems, equipment, races, governments, and other parts of the universe in which the game is played. Fans of the series will be familiar with most of these terms and information, and newcomers will find this book valuable for giving their games a *STAR TREK* flavor.

TIME LINE OF STAR TREK HISTORY

There are times when a gamemaster needs to know how many years have passed since a certain incident in Federation history occurred. This chapter contains a time line of events in *STAR TREK* history. The dates are given as Reference Stardates, described in the chapter on *STAR TREK Terminology*. Some events will give the year and month when they occurred, and others will show a range of years. Events are given through Stardate 2/1204; the time line is continued in the *STAR TREK III* supplement to these rules.

Stardate -1/3011.19

Visionary social worker Edith Keeler is killed in an accident while crossing the street. The event is witnessed by Kirk, Spock and McCoy while time-travelling using the Guardian of Forever.

Stardate -1/6701.26

Captain John Christopher, an Air Force interceptor pilot, reports a UFO, but it soon disappears from view. The UFO is the *Enterprise*, warped back in time and appearing in Earth's atmosphere over the United States Of America.

Stardate -1/6803.29

Travelling in time, the crew of the *Enterprise* encounters Supervisor 194, Gary Seven, on an assignment to prevent 20th-century Earth (henceforth called Terra) from destroying itself in nuclear war.

Stardate -1/6907.20

Neil Armstrong becomes the first Human to step foot on Terra's moon, starting Human manned interplanetary exploration.

Stardate -1/9206 - 9609

The outbreak of the Eugenics Wars limits manned space efforts for a time, as resources are turned to global war.

Stardate -1/9609.22

SS Botany Bay, a converted *DY-100* interplanetary vessel with cryogenic sleep capsules installed, leaves Terra carrying 97 refugees from among the genetic 'supermen' who sparked and led the Eugenics Wars. In command is Khan Noonian Singh, the greatest dictator of the Wars.

Stardate -1/9704.18

The first permanent base on Terra's Moon is established, jointly funded by the United States Of America and Japan. This marks the rededication of Terran peoples to space exploration as part of the rebuilding following the Eugenics Wars.

Stardate -1/9904

Large-scale asteroid mining opens up Sol's Asteroid Belt to colonization. Several more lunar stations are opened this year by various nations and several private corporations. Armstrong Center, remaining the largest, has become a small city of scientists, technicians and support personnel, and already is beginning to cater to a growing tourist trade.

Stardate 0/0001.01

January 1, 2000, the base date for Reference Stardate system. On this date, the Science Council of Luna declares itself independent of the governments of the United States Of America and Japan and requests status as a United Nations protectorate. Such status is granted, forming the first interplanetary Human government.

Stardate 0/2011.17

The *Nomad* probe is launched from Terran orbit. It is lost in space and presumed destroyed.

Stardate 0/3605

New space-time researches find holes in the general theory of relativity, making faster-than-light communication and travel theoretically possible, though not yet an actuality.

Stardate 0/4202.25

The first manned expedition is launched to Alpha Centauri in a high-acceleration, sub-light-speed *Bussard* ramjet.

Stardate 0/4806.23

Contact is established with a humanoid culture on Alpha Centauri by the first manned, Terran expedition.

Stardate 0/4812

Alpha Centauri scientist Zephram Cochrane formulates the initial warp drive calculations, making faster-than-light travel possible and, eventually, practical.

Stardate 0/5507 through 5909

The first experimental warp-drive ships are tested by Terra and Alpha Centauri research teams.

Stardate 0/6201

The Fundamental Declarations of the Martian Colonies establishes independent governments for all off-planet Terran colonies. Zephram Cochrane disappears.

Stardate 0/6511

First contact occurs with the Vulcans, when a warp-drive probe encounters a Vulcan colony world. Vulcan has already developed the warp drive, and Vulcan techniques substantially improve on the original design.

Stardate 0/7104 through 7301

First commercial space ventures by Vulcan, Terra, and Alpha Centauri.

Stardate 0/7308

First contact occurs with the Tellarites.

Stardate 0/7511

First contact with the Andorians nearly ends in disaster when an Andorian starship fires on a Terran exploratory vessel. Terra prepares for war, but cooler heads on Vulcan convince Terran leaders to try and negotiate with the growing Andorian empire.

Stardate 0/7703

The First Alpha Centauri Conference preserves the peace, with Vulcan diplomats convincing Andor that it has nothing to gain and everything to lose by fighting Terra and her allies. Andor joins the alliance.

Stardate 0/7907

First contact occurs with the Orion Colony worlds in the Rigel system.

Stardate 0/8706.06

Articles of Federation are signed at the First Babel Conference, establishing the United Federation of Planets. The original signatory powers include Terra, Alpha Centauri, Vulcan, Andor, and Tellar. The Rigel/Orion Colonies, remain outside the Federation entirely.

Stardate 0/9109

Star Fleet Academy is founded.

Stardate 0/9211

First contact with the Romulan Star Empire occurs when a cargo ship is captured by Romulan forces.

Stardate 1/0610

War is declared between the Federation and the Romulan Star Empire.

Stardate 1/0909

The Romulan War is ended inconclusively, after staggering losses on both sides. The treaty, negotiated by subspace radio, establishes a Neutral Zone, and no ships are allowed to cross between the two powers. No Federation forces have seen a Romulan face-to-face throughout the entire war, mostly because the Romulans refuse to allow a ship to be captured intact.

Stardate 1/0910 through 2412

Peace reigns, but the Orion Colonies know that the existence of the Federation will soon be discovered by the Klingon Empire. The Colonies sign non-aggression and trade treaties with the Federation, but do not join the UFP.

Stardate 1/5105

First contact with the Klingon Empire leads immediately to conflict. Orion colonies declare neutrality and trade with both groups. Klingon raids on Federation shipping often masquerade as Orion-based pirates and vice-versa.

Stardate 1/7407

The transporter (originally called the materializer) is invented.

Stardate 1/7603

Dilithium is first mined and used for power rectifiers in warp drives.

Stardate 1/8801.04

Star Fleet's *Constitution*-class ships become operational with the commissioning of the *USS Constitution*. Less than 1 month later, the *USS Enterprise* is commissioned, under Captain Robert April.

Stardate 1/9001

After a 2-year, shakedown cruise, the first standard, five-year mission of the *Enterprise* begins, under Capt. April.

Stardate 1/9409

Klingon forces ally with the Axanar star system to begin the Four Years War. Captain Garth of Izar prevents the Klingons from establishing supply lines to and from Axanar and is awarded the Federation Medal of Valor.

Stardate 1/9501

Capt. April retires from Star Fleet and becomes a Federation ambassador.

Stardate 1/9506

Capt. Christopher Pike is given command of the *Enterprise*.

Stardate 1/9608

Upon Capt. Pike's recommendation, Talos IV is quarantined by the Federation.

Stardate 1/9806

The Four Years War ends with the success of the Axanar Peace Mission. The phaser replaces the laser as the Federation's primary weapons system.

Stardate 2/0105

Green Slave trade is abolished outside strict limits of Orion neutrality area by UFP intervention. Economic sanctions by the UFP force Orion Colonies to abolish the slave trade – officially.

Stardate 2/0704

After the promotion of Capt. Pike to the position of Fleet Captain over *Constitution*-class vessel operations, his hand-picked successor, Capt. James T. Kirk, becomes the youngest man to ever command a *Constitution*-class vessel.

Stardate 2/0704 through 0803

The adventures occur that are related in the first season of the *STAR TREK* TV series.

Stardate 2/0705

Lt. Cmdr. Gary Mitchell, First Officer of the *Enterprise*, is killed in the line of duty after contact with the Energy Barrier at the edge of the galaxy. Lt. Cmdr. Spock, at the request of Capt. Kirk, is made First Officer as well as Chief Science Officer. He is the first person to ever hold both positions simultaneously on a major Star Fleet vessel.

Stardate 2/0801.09

The Organian Peace Treaty is imposed by the Organians on both Federation and Klingon forces, thus averting a second Klingon war. The Organian Treaty Zone is established by negotiation over the next 3 months.

Stardate 2/0801.24

The first Federation contact with the Gorn occurs.

Stardate 2/0803 through 0903

The adventures occur as related in the second season of the *STAR TREK* TV series.

Stardate 2/0811

In recognition of outstanding service as both First Officer and Chief Science Officer of the *Enterprise*, Lt. Cmdr. Spock is promoted to full Commander.

Stardate 2/0902

The Babel Conference on the Coridan question is settled by the inspired oratory of Sarek of Vulcan. Coridan is made a UFP protectorate. The first of a series of Romulan-Klingon non-aggression and technological exchange treaties are signed in secret.

Stardate 2/0903 through 1003

The adventures occur as related in the third season of the *STAR TREK* TV series.

Stardate 2/1102

The *Enterprise* participates in a Star Fleet intelligence operation to seize a prototype of a new Romulan cloaking device. *Enterprise* escapes with the device and confirmation of a Klingon-Romulan technological agreement. The device works once when they escape from the Romulan Neutral Zone, but it later fails to function when detached from the *Enterprise* for study. The mechanism is examined and duplicated by UFP scientists, but the prototype fails in a particularly nasty fashion, and all research and development aimed toward making cloaking devices operational on Federation ships is halted.

Stardate 2/1003.01

The first Federation contact with the Tholians occurs, though the Vulcans were aware of the presence.

Stardate 2/1103 through 1203

This is the time period for most of the adventures published by FASA for the basic game of *STAR TREK: The Role Playing Game*. Most campaigns run as follow-ups to the TV series take place during this time.

Stardate 2/1204

The *Enterprise* returns from its five-year mission under Capt. James T. Kirk. It is the only ship remaining from the first group of *Constitution*-class vessels; all others have been lost in service.

STAR TREK TERMINOLOGY

ANTIMATTER

This is material composed of anti-particles (positrons, anti-protons, etc.) that are opposite in charge to the particles (like electrons, protons and neutrons) that make up normal matter. When antimatter and matter come into contact, they destroy each other, leaving only vast amounts of energy. This matter-antimatter annihilation, in carefully controlled form, is used to power the warp drive on starships.

BEAMING UP

Using a transporter to travel between the ship and a planet is known as beaming up or beaming aboard. It is best accomplished when used with a communicator, which has a 'homing device' built into it (as in the ever-popular, "Beam me up, Scotty!" or "Two to beam up").

BRANCH SCHOOL

A general field in which a character will probably concentrate his efforts in gaining skills and increased Skill Ratings. The branch determines the position (but not the rank) that a character is likely to hold.

BRIDGE

The bridge is the control center for a starship, where the captain and duty officers monitor the ship's functions, steer the ship, and so forth.

CLASS M PLANET

A planet that is suitable for Human or Human-like life is called a Class M Planet. It possesses an oxygen/nitrogen atmosphere, free water, a suitable temperature, and so forth.

CREDIT

The standard monetary unit of the United Federation of Planets is the credit.

DEPARTMENT HEAD

A position of top responsibility on a space vessel. Department heads on *Constitution*-class starships include Chief Communications/Damage Control Officer, Chief Medical Officer, Chief Engineer, Security Chief, Chief Helmsman, Chief Navigator, and Chief Science Officer. See the section **Rank And Position**.

DILITHIUM CRYSTALS

Rare crystals of dilithium, a variant form of the element lithium, are used to control matter-antimatter annihilation and convert it into power that can be used by the warp engines and other shipboard systems. Their spiral crystalline structure tends to break down. This may happen after long use, or sometimes very quickly if they are forced to bear greater than normal power loads or sudden power surges.

ENERGY BARRIER

A field of negative energy, called the Energy Barrier, surrounds our galaxy. Contact with this field is damaging to starships and can cause psionically sensitive individuals to be killed or to develop godlike mental powers.

FEDERATION

A short form of the United Federation Of Planets (UFP); see the section on **Governments**.

GALACTA

The standard Federation language, called Galacta, is a variant of standard English. For gaming purposes, it is useful to consider Galacta as English.

HAILING FREQUENCY

Hailing frequencies are standard subspace frequencies used for ship-to-ship communication. There are a large number of possible hailing frequencies, and it sometimes takes a few moments for a Communications Officer to find the one used by a ship encountered in space.

LANDING PARTY

A landing party is any group sent down from a starship for exploration, diplomatic negotiations, first contact, or other official purpose. The Captain usually has responsibility for choosing a landing party, though he will respect the advice of subordinate officers in their specialized departments. The number of crewmen assigned to a landing party depends on the size of ship and the type of mission. Below are guidelines for selecting and equipping the three basic types of landing parties from *Constitution*-class starships such as the *Enterprise*; they can be adapted, using imagination and common sense, for use on other vessels. Other types of landing parties can be formed by the Captain based on the needs of the moment.

It would be rare for both Captain and First Officer to leave the ship at the same time, unless the presence of both was absolutely necessary. Neither the Captain nor his Department Heads would beam down for a routine survey party unless something were unusual or important about the mission.

Exploration Team

An exploration team is sent down to make the first survey of a new planet. This team should consist of at least one Science Officer specializing in botany, another in zoology, and a third in geology, two Security Officers, and a Medical Officer. Often, if the survey were important enough or especially tricky, the Chief Science Officer would act as team commander. If not, the senior Science Officer present is in command.

The Science Officers should be equipped with science tricorders; the Medical Officer should carry a medical tricorder and small medikit. All team members but the Medical Officer should carry a Phaser I. If the initial sensor scans indicate the presence of large, possibly dangerous animals, the Security Chief or the Captain might authorize a Security Officers to carry a Phaser II instead.

First Contact Team

A first contact team will be beamed down to an unexplored planet where a civilization is determined to be present. This team normally would make contact only with civilizations that could handle the idea of 'men from the stars' intellectually and technologically.

The Prime Directive expressly forbids providing natives with technology beyond that they can develop for themselves. This prohibition has only been broken where another starfaring culture has already disrupted the cultural ecology. In such a case, a Captain can use his discretion to restore the cultural balance if possible; any such actions will, of course, need to be justified to a Star Fleet Review Board.

The Prime Directive calls for direct contact to be avoided with civilizations below a technological and intellectual level where they can handle the idea of a starfaring race. Such planets would be observed from a distance. If close contact becomes necessary, the team would disguise themselves as natives, where possible. They would be equipped with universal translators and no weapon larger than a Phaser I.

Diplomatic Contact Party

A diplomatic contact party would be sent down when making first contact with a civilization sufficiently advanced to be approached about the existence of the Federation. Such a party is almost always headed by the Captain, who is empowered to act as a Federation ambassador in establishing friendly relations with a new culture.

The Captain would select the other members of a diplomatic contact party based on the situation. As many as three Security Officers would be taken along. At least one sciences representative, often the Science Officer, would be assigned to the party as well. Other party members might include Science Officers to collect some important scientific data and a Medical Officer. The party may contain other command personnel acting as observers, learning the fine art of diplomacy by assisting the Captain, and a yeoman might be assigned as the Captain's assistant.

On such a party, neither Science nor Medical Officers would carry tricorders, but one of the Captain's assistant probably would carry a sciences tricorder for recording diplomatic negotiations, making supplemental log entries, and so on. Weapons larger than Phaser I would be avoided.

NEUTRAL ZONE

The first Romulan War was an enormous drain on both sides, as it was fought for many years with spacecraft at sub-light speeds. The Federation, with its many worlds, had the resources to maintain the battle, but the Romulans did not and eventually sued for peace.

The Neutral Zone was established between the Federation and Romulan space. Border posts were placed on both sides of the zone, and all ships have been banned from entering the no-man's-land thus established. Romulan pride has reasserted itself in recent years, leading to a number of incidents between Federation and Romulan vessels.

ORGANIAN PEACE TREATY

A non-aggression treaty was forced upon the Klingon Empire and the Federation by the peace-loving energy beings of the planet Organia when the two rival groups threatened to start an interstellar war over that planet. The Organians, who possess incredible powers to manipulate matter, energy and the mind, have forbidden open hostilities between the UFP and the Klingons in an area of space known as the Organian Treaty Zone along the border between the Klingon and UFP spheres of influence. In this area, which does not cover the entire Federation-Klingon border, the rights of independent cultures are protected by the Organians. They award the right to develop uninhabited star systems to whichever government shows it can most efficiently make use of the area's resources.

POSITION

The job held by a Star Fleet Officer. This has nothing to do with rank, except on some ships an officer must be of a certain rank or higher to hold a specific position. Positions have such titles as Science Officer, Helmsman, or First Officer. See the section **Rank And Position**.

PRIME DIRECTIVE (General Order 1)

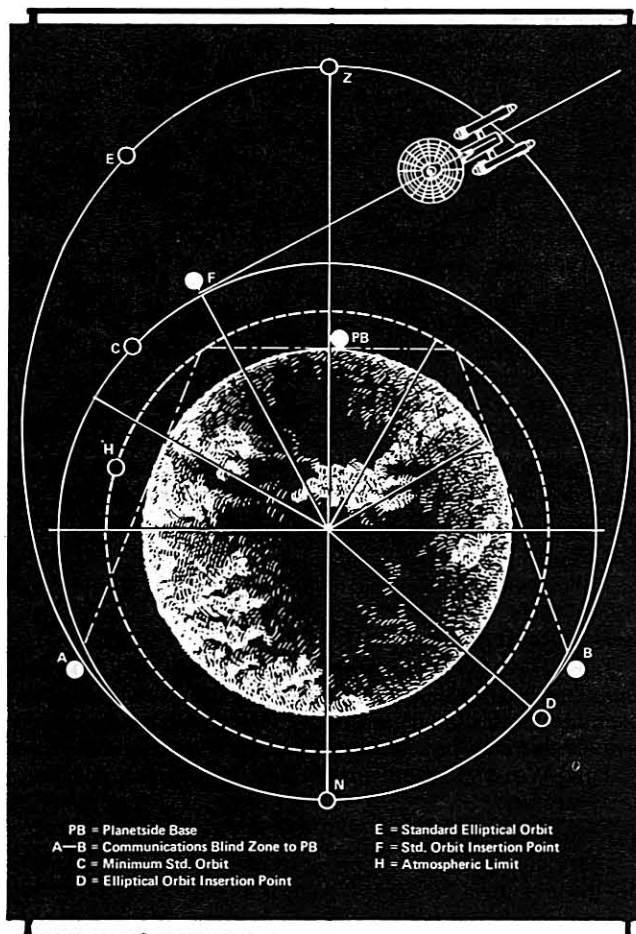
The most important law of the Federation is the Prime Directive, which states that no one in the Federation may interfere with the normal and healthy development of alien life and culture. This means that Federation member cultures (and their representatives, like Star Fleet officers) may not influence a world's cultural development by exerting superior knowledge or strength, nor by supplying the natives with superior technology that they are not yet capable of using wisely. Star Fleet officers may not violate the directive, even to save their lives and their ship, unless acting to set right an earlier violation or accidental contamination of a culture.

QUADRANT

A quadrant is a section of Federation space, arbitrarily marked off for navigational purposes. Actually, use of the term quadrant is misleading because it usually refers to only four divisions of a circle, and there are more than four divisions in the Federation sphere of influence.

RANK

A denotation of military standing. Rank has nothing to do with position, except that some positions on some ships must be filled by someone of a certain rank or higher. See the section **Rank And Position**.



STANDARD ORBIT

Standard orbits are holding paths, most often from 1000 to 7000 miles above a planet's surface, used by starships that keep the ship directly above a selected place on the surface to facilitate communications with a landing party. They are calculated according to planetary size, gravity, and conditions, as well as to the locations and orbits of natural and artificial satellites. Sometimes, however, local conditions may make a geosynchronous orbit impossible, and the ship will not be able to remain above any specific spot on the planetary surface.

STARBASE

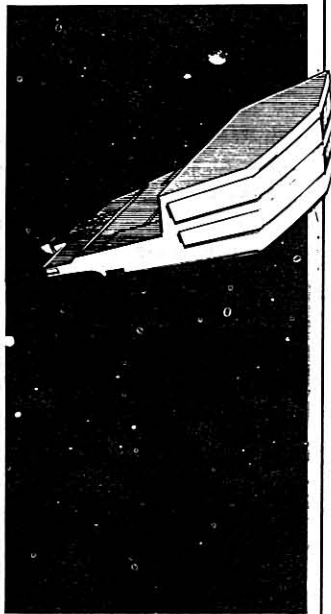
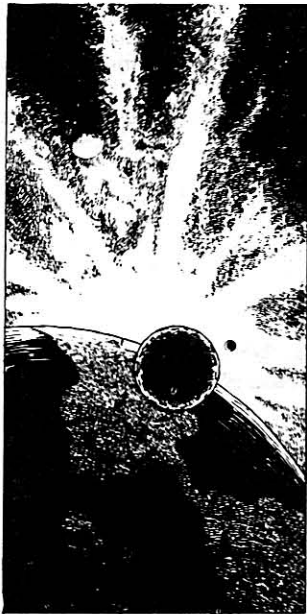
The Federation designates a major Star Fleet installation as a StarBase. Used by Star Fleet personnel for administrative centers, refueling and resupply bases, repair facilities, recreational centers, and so forth, most StarBases are on planets, though some are artificial space stations.

STARDATE

Stardating is the standard Federation terminology for measuring date and time. It is sequential only while a person remains in one place. Keeping track of the date is harder than one might think on a faster-than-light ship because of Einsteinian time compression, and the method for computing Stardates is complex. Thus the time between Stardate 2244.0 and Stardate 2245.0 will be one day only if the ship remains at one location in the *STAR TREK* universe, but it may be entirely different if the ship travels at warp speed between two points.

Stardates are given in the form XXXX.XX, with either one or two digits given after the decimal point. Stardates begin at 0000.00 and go to 9999.99; then they start over. Stardate 3305.6 would be read as "Stardate thirty-three oh five point six" not "Stardate three thousand, three hundred five point six".

STAR TREK fans often create 'Stardates' from normal, 20th-century calendar dates by listing the last two digits of the year, the month expressed as a two-digit number, a decimal point, and then the date expressed as a two digit number. Thus July 4, 1984 would be expressed as Stardate 8407.04. This is not the way Star Fleet figures Stardate, but it is useful for giving a *STAR TREK* feel to gaming sessions.



Reference Stardate

Because the Stardates used in the TV series are not in sequence, they are not useful for showing how long it has been since Captain Pike commanded the *Enterprise*, for instance. All new FASA products will use a system of Reference Stardates to measure the absolute passage of time in the *STAR TREK* universe. They will pass at a regular rate, as measured from the communications beacon at the center of Federation space. They will form a sort of 'Greenwich Mean Time' for the events important to *STAR TREK* 'history,' and FASA will use them in placing events in the timeline they develop for their adventures and supplements.

The numbering system for Reference Stardates is the same as that given above, with one exception. A number followed by a slash will always precede the standard Stardate to show the century. The Reference Stardating system will begin with 0/0001.01, meaning January 1, 2000. Thus, 1/0001.01 is exactly 100 years later (January 1 2100), and -1/0001.01 is exactly 100 years earlier (January 1, 1900). The Reference Stardate for July 4, 1776, is -3/7607.04, and so on.

STAR FLEET

Star Fleet is the space navy of the United Federation of Planets, charged with the responsibility for exploration of new territory, policing of Federation law within the UFP, and defense of the UFP from outside hostile forces. Star Fleet has a military structure and uses military terminology, but it is not simply a military organization. The role of Star Fleet involves duties beyond that of a military arm of government, as indicated in the section **Organization Of Star Fleet**.

STARSHIP

In the larger sense, a starship is any spaceship capable of faster-than-light travel. This term has also been used in a narrower sense to mean just the big *Constitution*-class ships of Star Fleet.

SUB-LIGHT SPEED

Speed in space below light speed is called sub-light.

TERRA

The official designation for the planet Earth, in the star system of Sol is Terra. Its moon is called Luna. Terra has been called 'the cradle of mankind.'

UFP

A short form for the United Federation Of Planets; see the section on **Governments**.

WARP SPEED

Warp speed is a method of measuring the enormous speeds attained by warp drive ships. Warp factor 1, sometimes called Warp 1 or WF 1, refers to the speed of light (300,000 kph or 186,000 mph). Warp speeds beyond that are multiples of the speed of light. Warp 2 is 8 times the speed of light ($2 \times 2 \times 2 \times 8$) and Warp 3 is 27 times the speed of light ($3 \times 3 \times 3 \times 27$). To find the speed, multiply the speed of light by the cube of the warp factor.

Despite these enormous overall speeds, the starship weapons work and are targetable because the maneuver during combat is so small compared to the overall speed that it is hardly different from sub-light speed maneuver.

In the TV episode *Journey To Babel*, for example, an Orion ship attacked the *Enterprise* while it was moving at warp 8 — 512 times the speed of light! It is obvious, then, that ship warp speed does not affect weapons fire, but efficient targeting is another matter.

Consider an example from current warfare. A man is standing in the middle of a street when a small jet streaks overhead. If both the man and the pilot each know the other is there, and if both have weapons available and ready to fire, each might just get one shot at the other as the jet screams by. Even so, without sophisticated electronic help, they couldn't hope to hit one another. The jet is gone almost immediately, and it will take some time for him to turn around for another pass.

The jet plane vs. pedestrian example is comparable to two starships, one moving at warp 1 and one at warp 2. By the time the Captain could say "Fire photon torpedoes!" the other ship is 1,500,000 miles away — a bit far, for even *STAR TREK* weaponry.

In order to have combat, therefore, it is assumed that the warp speeds of the vessels are the same and that their vector through space is nearly the same. This means that whether they are moving at Warp 1 or at Warp 10, the two ships are hurtling along through space making very small maneuvers compared to their overall speed.

STARFARING RACES

In this chapter, details are presented about 11 major races in the *STAR TREK* universe. In addition to Humans, there are 5 races from which players may draw their characters. These races are the Andorians, the Caitians, the Edoans, the Tellarites, and the Vulcans. Information also is presented about 5 races that are not used for player characters. These non-player character races include the Gorn, the Klingons, the Orions, the Romulans, and the Tholians.

ANDORIANS



Andorians are blue-skinned humanoids with white hair. Their slim builds conceal the well-muscled bodies of warriors. They have a pair of knobbed antennae extending from the sides of the crown of the head; these are sensitive organs of hearing, more sensitive in some ranges than those of Humans or Vulcans, but also more vulnerable and exposed. Andorians are stronger and more hardy than Humans, on the average, but they are not as lucky. Like Humans, they have a low Psionic Potential.

Andorian history is one of conflict, though they do not battle without reason. The martial spirit is still alive in Andorian culture. Andorians are extremely disciplined, possessing a strong sense of duty and personal honor, and so they make excellent military officers. Though they are stoic and largely unsentimental, they do respect and revere family ties.

Andorians are fond of technology, but they insist on its use with respect for nature. For this reason, their early wars of conquest were fought with a regard for planetary environment, and so the Andorians avoided much of the ecological devastation suffered by Terran Humans and many other cultures.

Players may choose characters from this race.

CAITIANS



This race walks erect as Humans do. They possess sleek, cat-like bodies covered with soft fur, which also covers their faces and hangs about the head like a mane. They have large golden eyes, long tails, and voices with a purring quality. Caitians are extremely fast, and they have acute senses of sight and smell. They are less hardy than Humans. Their physical beauty gives them a slightly higher Charisma. Their luck is less than that of Humans, but their Psionic Potential is about the same.

Caitians practice total equality of the sexes, and have throughout their recorded history. Even Caitian names have no male or female designation inherently, with a male child as likely to be named after his mother as his father.

They are descended from hunting carnivores similar in some respects to Terra's larger felines. Though descended from meat-eaters, many Caitians are now vegetarians.

Players may choose characters from this race.

EDOANS

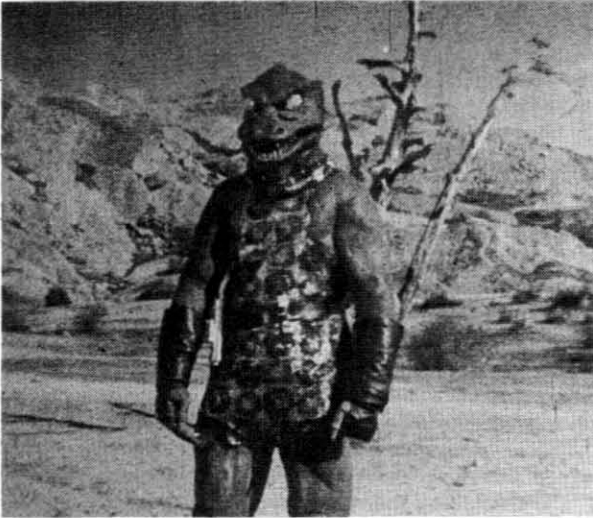


The Edoans walk upright and have some resemblance to Humans, but they have three arms and three legs. Their skin is orange and hairless, and they have round yellow eyes and a concave-structured head. They have sensitive hands and great dexterity. Though they are more dextrous, they are not as strong as Humans, nor are their luck and psionic potential as great.

The Edoans, relative newcomers to the Federation, are reserved and prize privacy. They tend to be shy and introverted, making few close attachments. They are meticulous about detail and make good scientists and technicians. Because of their dexterity, they are among the best toolmakers in the Federation.

Players may choose characters from this race.

GORN



The Gorn are a reptilian race from planets with greater gravity than Terra and with a harsher climate, which perhaps accounts for their greater endurance. Though battle is not the overwhelming preoccupation with them that it is for Klingons and Romulans, the Gorn prize physical strength and endurance over intellect. Gorn individuals and Gorn society as a whole are not given to subtlety, and thus they do not attempt to be charismatic, preferring to persuade by physical domination. They consider psionics a fidgety and unworthy discipline, and do not pursue such studies. Even Gorn engineering is of the 'push hard until it moves' variety.

Players may not choose characters from this race.

HUMANS



There are more Humans than any other species in the Federation. Besides Humans born on Terra (Earth), there are those from thousands of Human colony worlds. On some of these worlds, particularly those that have been colonized for a long time, the Human population has evolved to better adapt to local conditions.

Besides Terran colonies, there are a number of civilizations with no known ties to Terra that have nevertheless produced native species identical to Humans from Terra in virtually all respects. Scientists have not answered the questions this raises, nor have they explained why even some definitely non-Human races (Vulcans and Klingons, to name only two) still bear so many resemblances to Humans. It is

believed by some scientists that ALL humanoid races are offshoots from some common space-travelling race in the far distant past. This theory is not proven, however, and is widely disputed.

All planetary cultures with basically Human physiology are considered as Human, despite unimportant variations in height, weight, skin coloration, sensory enhancement, or other superficial differences. In every attribute but Psionic Potential, the Human race is used to define the average. Humans have very low Psionic Potential, but they are the luckiest of the races.

Though all Humans have basically the same physical characteristics, their motivations and backgrounds may be very different. Not all Human cultures are part of the Federation, some may even be its enemies.

Players should choose their first characters from this race.

KLINGONS



Physically, the familiar Klingons of the TV series are somewhat similar to Terran Humans. They tend to be dark of complexion and hair color, and male Klingons usually wear beards and mustaches. Their internal construction is quite different, however. A scan with a standard medical scanner will detect a Klingon instantly, even though it is quite easy to disguise his outer appearance as a Human.

War is the natural, preferred state for most Klingons and the Klingon racial philosophy. For this reason, Klingon society stresses physical strength and fighting skill above scientific achievement, and most Klingon scientific effort goes into developing tools for warfare. Personal charisma is less important in Klingon society than strength and cunning, and advancement in one's field is often through blackmail, betrayal, force, or trickery. The Klingon government suppresses the development of psionic activity, considering such to be a risk to Klingon security.

Klingons are not berserkers; they wage war with forethought and cunning.

These rules assume that players will not choose characters from this race, although FASA publishes a supplement called **The Klingons** detailing them as a player character race.

ORIONS



The Orions, from planets in the Rigel star system, for the most part, are Human-like beings. The dominant species of Orions have skin color ranging from ruddy, golden orange to the skin tones of Terran caucasians.

Some very Human-like females, however, are born with green skin. Said to be less intelligent than the dominant Orions (though this may be more from lack of educational opportunity than from genetics), they behave in a semi-animalistic fashion. They usually have long, sharp claws and a greater physical dexterity than the dominant Orions.

Green-skinned Orion females are held in semi-slavery by Orion males. They are extremely seductive, with legend holding that Human males cannot resist them. Transport of slave women beyond the neutral Orion planets is prohibited and, of course, slavery is outlawed at all levels of the Federation. Few Federation Star Fleet personnel have really ever seen an Orion slave female.

Orion pirates and freebooters are sometimes encountered by Federation vessels.

Players may not choose characters from this race.

ROMULANS



Romulans are physically similar to Vulcans, though not quite as strong, perhaps because the Romulan home planets are not as harsh and demanding as the planet Vulcan. Romulans are intelligent, dedicated, and extremely efficient.

Romulans, unlike Vulcans, are very much creatures of pride, emotion and passion, possessing the capacity for great violence when provoked. Also unlike Vulcans, Romulans are lukewarm about psionic research. They have not abandoned reliance on intuition and hunches to the extent that the Vulcans have done so, causing them to have a luckier reputation than Vulcans.

The Romulan lifestyle is Spartan, with personal wants given up for the good of the whole. Romulan leaders demand instant obedience from the populace, all of whom are required to serve in the Romulan armed forces. Romulan culture favors obedience over original thought and action, and thus Romulan creative intellectual achievement is not as great as it might be. Unlike the Klingons, Romulans practice sexual equality, being more interested in the efficiency of an officer than her/his sex.

Romulans are superb warriors, fighting in a cool, calculating manner. They take no prisoners, and they neither ask nor give quarter.

These rules assume that players will not choose characters from this race. FASA publishes a supplement called **The Romulans** detailing them as player characters.

TELLARITES



Tellarites are basically humanoid, with a coarser skin texture and more facial and body hair than Humans. Their hair, covering all but the frontal face and the hands, is not as thick as animal fur, but is more reminiscent of an extremely hairy person. Their home worlds have a thinner atmosphere than Terra, leading to their overdeveloped nasal openings, which have been unkindly (and sometimes insultingly) compared to the snouts of Terran swine. They have a roll of abdominal fat that makes all Tellarites appear to be portly.

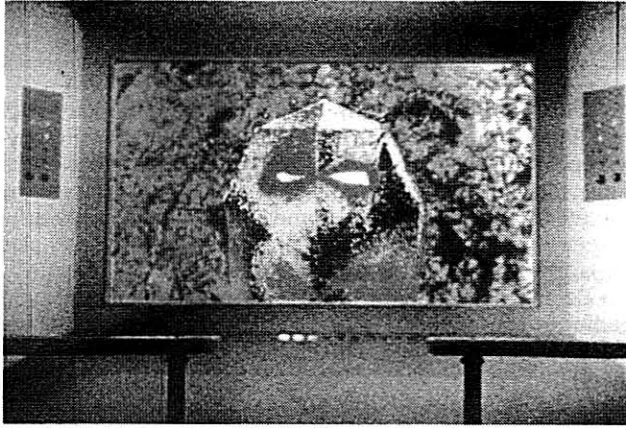
Tellarites are slightly stronger and more hardy than Humans, but their appearance and personality combine to give them a lower charisma. They are not as lucky as Humans and have even less psionic potential.

Members of the Tellarite race are racially suspicious, argumentative and brash, at least by Human standards. Those who trust too much or give in too easily are considered weak fools in Tellarite society. Surprisingly, some Tellarites make good diplomats — they do not give in easily. Tellarites enjoy a good argument, and a merchant's bazaar on a Tellarite world is a very lively place, indeed!

Tellarites are fond of food and drink — and lots of it. Fortunately, alcohol has little adverse effect on them, only making them more stubborn. Nevertheless, they are capable of going twice as long without food or water as the average Human, living off their fatty deposit for quite a while.

Players may choose characters from this race.

THOLIANS



Little is known about the Tholian race. No member of this race has ever been seen in person by a Federation representative, and almost nothing is known about their physical capabilities. What limited information exists are educated guesses based on starship-to-starship encounters, view-screen observation, and very limited data. Tholians are assumed to be crystalline in structure; they are punctual, precise, extremely suspicious, and unwilling to make face-to-face contact.

Players may not choose characters from this race.

VULCANS



Vulcans were the first alien species encountered by Humans that were significantly different in physiology and psychology from people of Terra. They are Human-like in many respects, but in other ways they are totally different.

The name of their home planet, as translated from their tongue, is Vulcan. It is a harsh world, dry and hot, with higher gravity and a thinner atmosphere than Terra. These conditions affected the Vulcan physical development. Vulcans are stronger than Humans, with more physical endurance. Their blood chemistry is based on copper (rather than iron) as a carrier of oxygen. This makes their blood greenish in color, and gives them a somewhat greenish-yellow complexion. Their eyes are protected from the harsh Vulcan winds and sand by a thin transparent membrane, much like a second eyelid.

Vulcan's culture is far older than that of Terra. In their prehistory, Vulcans were tribal and warlike, as savage as early Humans, if not more so. Their savagery brought them to the edge of a final war that would have destroyed them. They were turned away from violence by the ancient Vulcan philosopher Surak, who introduced the philosophy of emotional repression that brought them back from the brink of disaster.

Today's Vulcans do not express emotions, letting logical thought and rational decision-making rule their lives. Many Humans hold the misconception that Vulcans have no emotions. This is not true, but it is so widely believed that some Vulcans believe it themselves. Actually, Vulcans hold in their emotional reactions. They depend on mental discipline to keep their emotions from affecting their thinking and actions.

This process is so ingrained in Vulcan tradition and society that it is almost automatic for Vulcan adults, even under great stress. In fact, the expression of emotion is considered to be in extremely bad taste in Vulcan society, where only a barbarian or a mental defective would think of such a thing.

Interactions with the people from other cultures are slowly changing Vulcan attitudes, especially among Vulcans often exposed to Human culture. Although sophisticated, well-travelled Vulcans find Human emotional expression baffling and somewhat distasteful, they are able to live and work around Humans in situations where less-sophisticated individuals might be horrified. Nevertheless, even an unsophisticated Vulcan would never SHOW his dismay, preferring to avoid Human contact whenever possible.

The anti-war philosophy that gave birth to logical development has affected Vulcan culture in other ways as well. All Vulcans are vegetarians, finding the idea of killing animals for food totally repulsive. Some Vulcans are extreme pacifists, believing that there is NEVER any reason to kill any living being, but ALL Vulcans will avoid killing except in the most extreme necessity. For this reason, Vulcan characters rarely carry arms, and will not use deadly force against another thinking being except under direct order or in the most extreme emergency.

The Vulcan pursuit of the logical ideal has led them to great accomplishment in both the sciences and the arts. Intellectual pursuits come naturally to Vulcans. They tend to be very private individuals, and dislike to be touched, not even to shake hands.

Another result of the intellectual/mental thrust of Vulcan culture is their development of certain mental powers to a level unmatched by most other races. Centuries of psionic exercise and mental discipline have made Vulcans capable of some amazing mental feats. These disciplines are part of the culture, and most Vulcans can perform them to some degree. Those who are especially skilled are respected by all.

It is widely known that members of the Vulcan race are somewhat telepathic. The ability can be used in various ways, some of them that link more than one individual and others that allow two individuals to share deeply. In modern Vulcan society, it is unthinkable to use telepathy to pry into another's mind, nor is mind contact practiced for trivial reasons. Such contact is intimate and somewhat embarrassing.

Players may choose characters from this race.

GOVERNMENTS

There are 5 main alien governments in the *STAR TREK* universe in addition to the United Federation Of Planets. In order of importance, these include the Klingon Empire, the Romulan Star Empire, the Orion Colonies, the Gorn Alliance, and the Tholian Assembly. This chapter provides a summary of each government and of the Federation contact with that government. A section is provided on the UFP as well.

KLINGON EMPIRE

The Klingon Empire, a military dictatorship controlled by the alien race known as Klingons, is the chief foe and rival of the United Federation of Planets. Klingon culture has raised treachery, assassination, and similar acts to high arts. The Empire is ruthlessly bent on expansion and conquest. Armed conflict between the UFP and the Klingon Empire would be inevitable except for the existence of the Organian Peace Treaty, on which information is given elsewhere.

The Empire is a male-dominated society, though females do hold some positions of responsibility in the sciences and in other technical fields. Male Klingons are warriors, and their warrior culture stresses physical prowess and combat skills above all other achievement. Despite this, Klingon technology is not far behind that of the Federation, and it even equals or exceeds UFP technology in some areas, notably genetic tailoring.

The Klingon Empire also borders the Romulan Star Empire, the two empires warring off and on since long before either came in contact with the UFP. Even so, the two cultures have recently completed negotiations that resulted in an exchange of technology and in trade agreements. Thus, each group has gained some of the technology developed by the other. Some Romulan crews now man Klingon-design starships, and Romulan research has brought the Klingons close to making photon torpedoes operational on Klingon vessels.

Detailed information on the Klingon Empire, including rules for creating and playing Klingons as player characters, is a boxed supplement to these rules. It is published by FASA as *The Klingons*.

ROMULAN STAR EMPIRE

This empire is a rival of the UFP controlled by the Romulans, a Vulcan-like warrior race with a strong code of battle ethics. Romulan culture stresses the good of the Empire over individual accomplishment, and values a simple, Spartan lifestyle. After an early period of warfare, before the development of modern warp technology, the Romulans and Earth-men settled on a treaty via subspace radio. A neutral zone was established between the UFP and the Romulan Star Empire: a no-man's-land where violation by either side was an act of war. There have been several incidents along this border, which is monitored and patrolled on both sides, but outright warfare has been avoided for over 100 years.

The original body of Romulan colonies is known informally as the Romulan Confederation, the name Romulan Star Empire being used for the entire body, including captured worlds. The Federation's first contact with the Romulan Star Empire led inevitably to war. So terrible was this early conflict that in no engagement did Federation personnel who actually made contact with the enemy survive to tell about it. The first Romulan war was fought a century prior to the mission of the *Enterprise*, but only since recent times (Star-date 1709.0) has the Federation seen a Romulan.

Most recently, the Romulans have made contact with the Klingon Empire and formed certain trade and technology-swapping agreements. This has led to the adoption of Klingon-design ships (including D-7 class battlecruisers) by Romulan fleets, replacing to some extent their less powerful *Bird Of Prey* class ships. Romulan soldiers and guards also are known to use Klingon-design sidearms.

Detailed information on the Romulan Star Empire, including rules for creating and playing Romulans as player characters, is a boxed supplement to these rules. It is published by FASA as *The Romulans*.

ORION COLONIES

The Orion Colonies are allegedly neutral toward the Federation in external matters. They tend to encourage privateers (pirates), however, on an informal and unofficial basis, and Orion pirates and smugglers are sometimes encountered by Federation starships.

GORN ALLIANCE

The government of the worlds controlled by the reptiloid race known as the Gorn is called The Alliance. The Gorn evolved on the planet S'garnon, a temperate, warm Class M planet with a local gravity of 1.4 G. The Gorn, a strong, hardy race of fierce warriors, developed a culture that stresses strength, courage, and the natural dominance of the fittest. The Gorn Alliance is controlled by two Autarchs, one who represents the Gorn home world and the other who represents the Gorn colony worlds.

No state of war exists between the UFP and the Alliance, thanks to negotiations begun after the initial contact. Peace negotiations have progressed on Clanhaven, a UFP world close to the frontier. The Frontier Accord limits the buildup of military shipping in the disputed space, and a joint commission has been working slowly at building up an agreeable boundary, though no final agreement has been reached.

Negotiations progress slowly because the Gorn are split between those who would negotiate peacefully with the UFP and the 'actionist' faction who believe in direct confrontation. Both factions agree on the premise that the Federation must not hinder Gorn expansion and fulfillment of their 'Manifest Destiny,' but they differ on the methods to be used.

THOLIAN ASSEMBLY

The governing organization of a small space empire controlled by the Tholian race is called the Tholian Assembly. Little is known about Tholian culture, since the Tholian race is of a totally non-humanoid type.

The Tholians apparently are not interested in conquest, but the Tholian Assembly jealously guards its borders against intruders, allowing no traffic there without challenge. Though no state of war exists between the Tholians and the Federation, Federation vessels avoid Tholian space whenever possible. The Tholians have never been known to venture beyond the boundaries of their own space.

UNITED FEDERATION OF PLANETS (UFP)

The United Federation of Planets is an interstellar political alliance composed of many autonomous planetary system governments, including those of Terra (Earth), Vulcan, Cait, Tellar, and Andor. A representative democratic organization, the UFP is governed by the Federation Council, to which each member world sends delegates. The UFP governs all interstellar relations among member worlds, and between the member worlds and non-member governments. Although member worlds have a great deal of independence with regard to their internal affairs, Federation laws and regulations have precedence in interplanetary matters.

The gigantic Federation bureaucracy has the enormous task of regulating and coordinating the interstellar efforts of all member cultures. They maintain a Federation-wide monetary and credit system, coordinate scientific research and development of new technology, arbitrate intercultural disputes, develop data banks of scientific, technical, and historical information, encourage interculture trade and cultural sharing, and many more functions. The two most important jobs of the UFP are protection of UFP citizens and exploration of the galaxy, both of which are largely the job of Star Fleet, a semi-military arm of the UFP entrusted with peacekeeping,

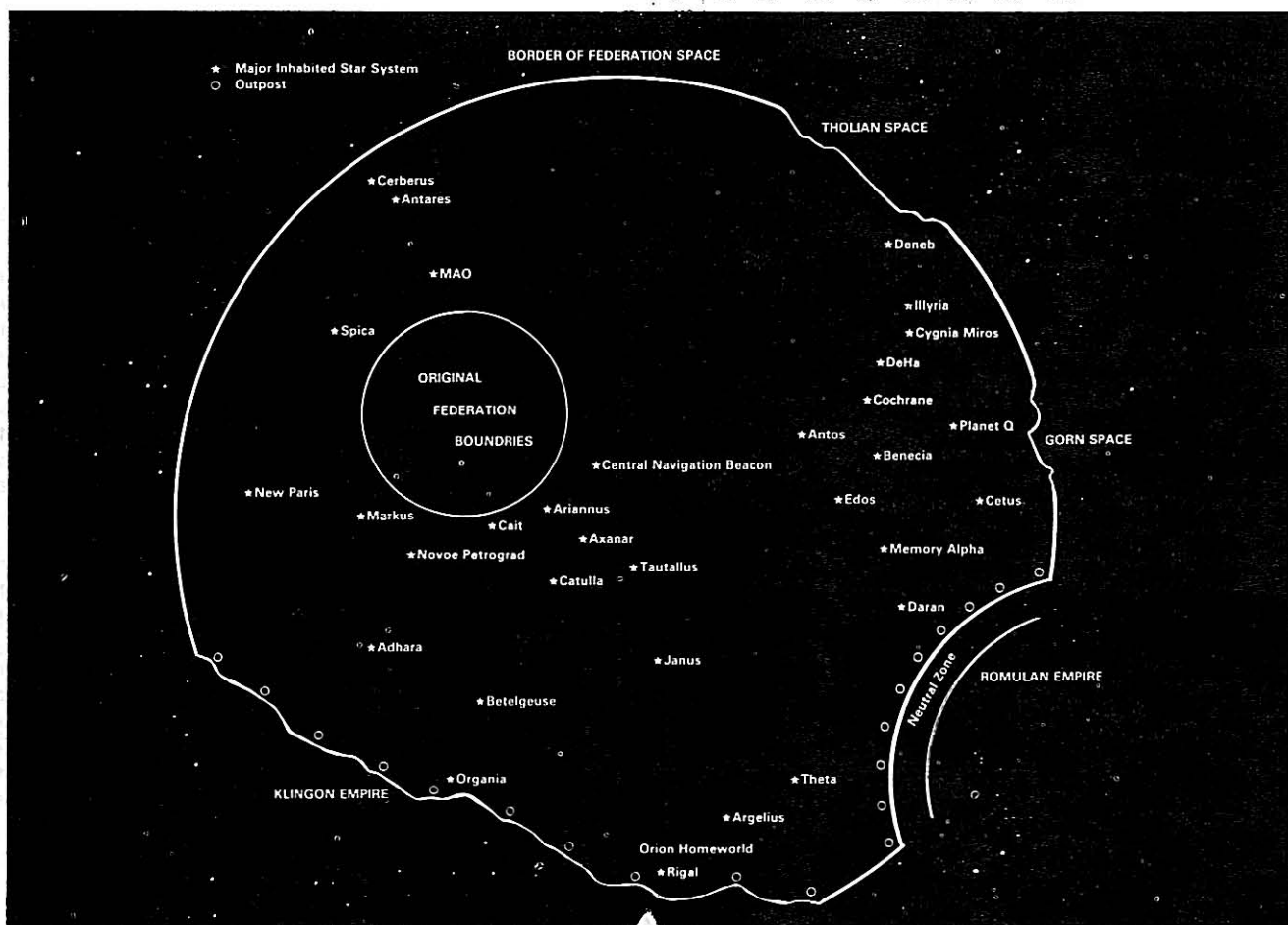
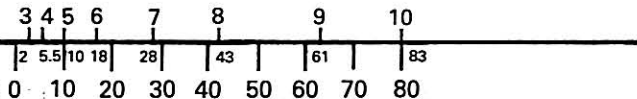
law enforcement, trade regulation, and exploration.

The area of the galaxy known as 'Federation space' is not inhabited by Federation-member cultures alone. Though membership in the Federation is considered beneficial, it is in no way compulsory. Many non-member cultures exist within Federation territory, and live quite peacefully alongside their Federation neighbors. Some are totally outside the Federation's influence and have no official contact with the UFP. Others have mutual non-aggression agreements, with cultural exchange, but have not entered into more restrictive agreements. A few groups, such as the Orion Colonies, have unusual status; they are less than full members but more than just associated cultures. On non-member worlds, Federation law is not in force, though many such worlds have extradition treaties, trade agreements, and mutual protection pacts with the Federation.

Ambassadors are usually sent to nearby, friendly but non-member cultures to represent Federation interests in interstellar matters. Cultures not sufficiently advanced to be Federation members may become Federation protectorates if they wish, enjoying the benefits of advanced Federation medical and technical knowledge in developing their culture to a higher level.

Cultures within the Federation sphere of influence that are not intellectually or socially prepared to enter interstellar society or to accept the idea of interstellar travel are observed carefully, but without interference, by Federation sociologists with the help of Star Fleet.

100 Days at Various Warps Scale in Parsecs



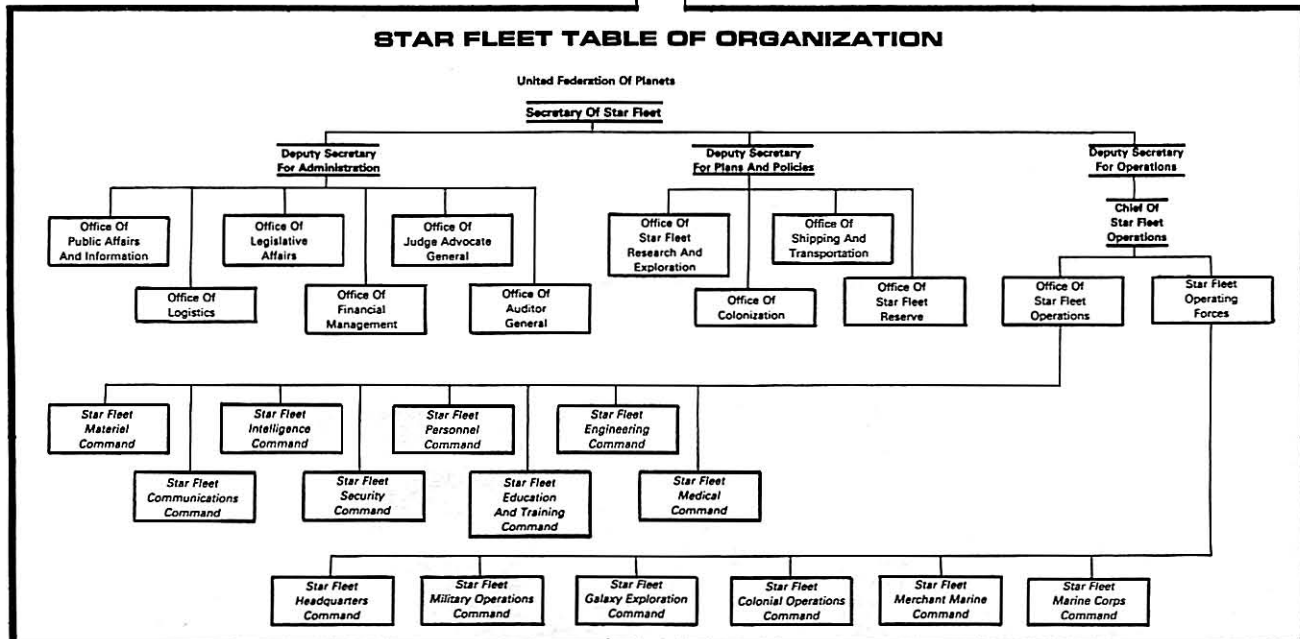
STAR FLEET ORGANIZATION

Star Fleet was created by the United Federation Of Planets to be responsible for the protection of the Federation, the exploration of unknown areas, the colonization of habitable planets, and the safe transport of individuals and goods. Star Fleet is a truly unified organization, comprising commands in all of these areas.

The chart shows the organization of Star Fleet. The Office Of Star Fleet is broken into two broad categories, the administrative services and the policy arm of Star Fleet, as shown. The administrative services fall under the Deputy Secretary For Administration, and the policy services fall under the Deputy Secretary For Plans And Policies.

STAR BASE HEADQUARTERS COMMAND

When the size of the Federation is considered, along with the time necessary for communications even at the Warp 15 speed of subspace radio, it can be seen how all units in Star Fleet are somewhat autonomous. Federation space is divided into 17 districts. Each district has one Star Base, normally commanded by a Commodore; each is responsible for all personnel and vessels in its district.



The Office of Star Fleet Reserve and Star Fleet Operations fall under the Deputy Secretary For Operations. Star Fleet Operations are under the control of the Chief Of Star Fleet Operations, whose organization is broken down into the Office Of Star Fleet Operations and Star Fleet Operations Forces as shown. Star Fleet Operating Forces (where player characters are posted) consist of Star Base Headquarters Command, Star Fleet Military Operations Command, Galaxy Exploration Command, Star Fleet Colonial Operations Command, Star Fleet Merchant Marine Command (including the Bureau Of Space Safety), and Star Fleet Marine Corps Command.

Most Star Fleet vessels fall under the control of the Military Operations Command, the Galaxy Exploration Command, the Colonial Operations Command, or the Merchant Marine Command. Star Fleet personnel aboard these vessels fall into the chain of command in these operations forces.

An inhabitant from any member planet may join Star Fleet if he or she can meet Star Fleet's rigorous requirements. Officers who attend Star Fleet Academy or Star Fleet Officer Candidate School choose a branch of specialization for their training. These include navigation, helm operations, engineering, science, medicine, communications/damage control, and security, among others. Any officer trained in any branch may be assigned to any vessel or base. On assignment, each officer reports to a Department Head, who, in turn, reports to the vessel's Captain or Base Commandant.

Each Star Base has thousands of personnel, vessels, and smaller bases under its jurisdiction. The fleets under the jurisdiction of Star Bases may be made up of any number of vessels, depending upon the fleet's mission. Fleets may be assembled with several escorts protecting a convoy of Colonial Operations vessels, or tens of ships into a battle fleet in reaction to an attack on a border. A fleet may consist of several Exploration or research ships or research ships with Military escort. Merchant Marine ships could travel together for safety. The list is endless. Fleets are normally assembled only for short periods of time (a few months to a year) for specific missions (be it a diplomatic mission or a border skirmish). Normally, however, once a ship is assigned to a Star Base it stays with that Star Base for the duration of its useful life due to the vast distances involved.

Constitution class ships, of which twelve are operating at the time of Kirk's first 5-year mission as *Enterprise* commander, are assigned as needed to Star Bases. These vessels operate independently, answerable only to the operations command under which they are commissioned. These ships are rarely assembled into fleets except for short periods of time.

MILITARY OPERATIONS COMMAND

Protection of the Federation is one of the main tasks of Star Fleet. Although Star Fleet and the UFP have peaceful goals, there are those (like the Klingons) who have other ideas. Military Operations exists to provide defense and to act as the peace-keeping force of the Federation.

The military has many different types of ships, some extremely powerful, but none to match the overall effectiveness of the *Constitution* class. Some ships may have more weapons, but none have the power and the quality of crew. Thus, though the *Constitution* class vessels are nominally attached to the Galaxy Exploration Command, they are on call for Military Operations Command assignments as well.

It must be remembered that the Military Operations Command acts defensively only! Star Fleet does not exist to take over the galaxy, but to insure the peaceful coexistence of all peoples.

GALAXY EXPLORATION COMMAND

Exploration Command is responsible for the exploration of the unknown areas of the galaxy. Vessels of all sizes, ranging from scouts with 5-man crews to *Constitution* class starships with crews of 430 officer-grade personnel, are under the jurisdiction of this command. Exploration ships take independent action, largely because they are far from higher command in time and space. In many instances, they are the first contact with new civilizations. They are like the explorers of old, mapping the galaxy, discovering new planets to colonize, establishing trade routes, fighting defensive skirmishes, acting as ambassadors of the UFP, and so on.

COLONIAL OPERATIONS COMMAND

Colonial Operations is responsible for settling suitable planets. Exploration Command vessels find appropriate worlds, and then the Colonial Ops personnel move in. First, a small survey ship (crew of 20 to 100) makes a study of the planet to make certain no native intelligent life is threatened and to survey and map the planet thoroughly. Native flora and fauna are studied and possible sites for settling are determined, maintaining a concerted effort to insure that the planet's ecology will not be upset by the colonists. Geological formations are surveyed to determine if the planet can export mineral wealth. Integration, not domination, is the watchword in Star Fleet.

Once the survey ship is satisfied that all is well, a medium-size ship (crew of 25 to 150), with 200 to 750 permanent settlers is sent to establish one or more small, permanent colonies. A spaceport and transporter facilities are among the first projects, followed by living quarters, offices, and maintenance shops. This group of colonists are the advance guard, so to speak, of the larger vessels that will arrive shortly, bearing thousands of colonists.

The largest colonial vessels, carrying up to 1000 people and their personal belongings, arrive once a permanent settlement has been established, assuming no problems have been encountered. They travel in groups with an armed escort; the number depends on the size of the new colony.

MERCHANT MARINE COMMAND

The Merchant Marine provides transportation of troops and cargo, operates ships that support Star Fleet scientific projects and other Federation programs. Furthermore, it enforces Federation criminal laws, revenue and navigation laws, and the rules of the spaceways. It also enforces port

security, including traffic and pollution control. It staffs customs offices and enforces customs regulations, immigration, and quarantines. In wartime or in emergencies, the Merchant Marine Command joins with the Military Operations Command, providing convoy ships and escorts, troop transport, and the like.

The Bureau of Space Safety is a part of this command, operating life-saving stations and rescue craft, providing emergency medical aid, placing and maintaining navigational aids (including buoys, beacons, and communication stations). This bureau is responsible for overseeing the safety regulations for constructing and operating private merchant craft, for passenger liners, and for private yachts and other non-commercial vessels.

Merchant Marine vessels range in size from small police ships like those in the Military Command through freighters carrying a few metric tons or passengers to ships carrying thousands of tons or hundreds of passengers. Many ships have no live crew, being robot freighters. These ships are normally found on 'tame' routes deep within the Federation boundaries and safe from pirates and enemies.

Many crewmen and officers aboard private trade vessels began service in the Merchant Marine Command, attending Star Fleet Academy or UFP-supported merchant schools. Fully one-quarter of all Star Fleet officers are detailed to this command. For more information on merchantmen, see the rules supplement **Trader Captains and Merchant Princes**, available from FASA.



MARINE CORPS COMMAND

In addition to the starships and fighting crews of the Military Operations Command, Star Fleet also fields impressive ground forces. The ground forces are part of the Marine Corps, which functions much as the 20th-century Marine Corps cooperated with the US Navy. Marines also are used as planetside police, as guards at large bases, and as defensive fighting units on hostile worlds.

STAR FLEET ACADEMY

Under the Office Of Education And Training, the Academy is responsible for initial and advanced training of Star Fleet officers. Academy instructors staff Branch Training schools, Department Head School, Command School, and the War College. Many officers serve one or more tours as instructors at the Academy or its subsidiary schools.

Advanced training at the Academy is possible in the sciences and in medicine, in cooperation with the Office Of Research And Exploration, which provides some of the Federation's foremost scientists to instruct promising science officers and specialists, and with Star Fleet Medical Command, which provides advanced medical training comparable to that available in the best Federation teaching hospitals.

RANK AND POSITION

It is important to understand the difference between an individual's *rank* in Star Fleet (Chief Petty Officer, Ensign, Lieutenant, and so forth) and his *position* aboard ship (Transporter Chief, Chief Navigator, Communications Officer, First Officer, and so on).

Rank is a service distinction based on experience, ability, and degree, or amount, of responsibility. In Star Fleet, it crosses all divisional lines, with the same system of ranks being used by scientists and soldiers alike. Position, on the other hand, is a job distinction based on an individual's immediate responsibility and his training. An individual's rank tells how much authority he has, and his position tells what type of duties he performs. Just as rank carries responsibility, so does it grant privileges; position, in itself, does not convey privileges.

As an individual carries out his duties, his rank is important only with respect to his place in the chain of command and with respect to how appropriate his rank is for the duties he is expected to perform. Under most conditions, an individual must obey the orders given by someone of higher rank. In some cases, however, orders or tasks given by someone who directly supervises an individual's activities, such as his Department Head, may take precedence over orders given by someone of higher rank from another department. Rarely, an officer's orders may be countermanded by medical authority or by an officer just below him in chain of command if there is sufficient evidence that the officer is in dereliction of his duty or is unfit for command responsibility.

It is possible for a lesser-ranking officer to have direct command responsibility over a higher-ranking officer, if the high-ranking officer has a *position* subordinate to the lesser-ranking officer. Thus, a Lieutenant in command of a vessel may have direct command responsibility for a Lt. Commander temporarily assigned as Science Officer, he would not have command control over his visiting Admiral. In practice, Star Fleet attempts to avoid such assignments.

Some positions may only be held by a person of a particular rank; though the position may be filled temporarily by someone of lesser rank, the individual must be promoted in order to fill the position permanently. For instance, the commander of a *Constitution* class starship must hold the permanent rank of Captain or above. This is not true of all positions. Though a science officer aboard a *Constitution* class vessel must have the rank of Lt. Commander or above, on a smaller vessel the position may be filled by a Lieutenant, an Ensign, or possibly even a non-commissioned officer if the ship is very small.

The table shows the various ranks in Star Fleet.

An individual is most commonly referred to by his rank. When dealing with the individual's specific responsibilities in his position, he may be referred to by the title of his position. Thus, in formal terms it is 'Captain Kirk,' 'Lieutenant Uhura,' 'Ensign Chekov,' or 'Lieutenant Commander Scott.' In other situations, Captain Kirk might introduce McCoy as 'Chief Surgeon McCoy' or simply 'Dr. McCoy' because *what* McCoy does aboard ship is more important than his rank.

Confusion sometimes occurs because of the similarity between the title 'Chief Petty Officer,' which is a rank, and such titles as 'Transporter Chief,' 'Chief Engineer,' and so forth, which are positions in which the responsibilities are acknowledged by the word 'Chief.' Individuals with these ranks and positions may be called 'Chief Smith' informally.

In one other case can there be some confusion. The commander of a vessel in space is accorded a special measure of respect: while aboard his ship or performing duties relating to his ship, he is *always* referred to as 'Captain,' even if his permanent rank is lower. Thus, a small scout ship bear-

ing three or four low-ranking officers is commanded by 'Captain Smith' even if Smith is only a Lieutenant. Off the ship, or in general terms, that officer is 'Lieutenant Smith.' Either way, Smith is still subordinate in rank to Lt. Commanders and higher ranking officers when not on board his command.

Any commissioned Star Fleet officer may be referred to in a general sense as 'Mister,' a term that is not a mark of either rank, position, or sex. The term is used with a surname (such as Mr. Spock) by a lesser-ranking officer as a term of respect, or by a higher-ranking officer as a formal or informal mode of address; generally, the term is not used by enlisted men, who most frequently use an officer's rank. Furthermore, it is not used for someone who has a medical degree, and it is never used for the commander of a star vessel while in active pursuit of his duties, no matter how high-ranking the officer speaking.

The use of 'Mister' for women is a matter of personal preference. A female officer is never referred to as 'Miss Uhura' or 'Ms. Chapel' except very informally. If the term 'Mister' is annoying or undesired by either the officer speaking or the female officer being addressed, the rank or title is substituted. Thus, while Uhura was always called 'Lieutenant Uhura' and Christine Chapel was always called 'Nurse Chapel,' Lt. Saavik in *THE WRATH OF KHAN* was referred to as 'Mr. Saavik.'

A higher-ranking officer may call a lower-ranking officer simply 'Mister,' leaving off the name entirely, but this form of address is usually reserved for reminding the officer addressed of his subordinate status. (An annoyed Kirk might snap, "Get us back on course, Mister, and right now!")

Enlisted Men And Non-Commissioned Officers

Recruit
Enlisted, Second Class
Enlisted, First Class
Petty Officer, Second Class
Petty Officer, First Class
Chief Petty Officer
Senior Chief Petty Officer
Master Chief Petty Officer
Warrant Officer
Chief Warrant Officer

Academy

Cadet
Midshipman

Commissioned Officers

Ensign
Lieutenant, JG
Lieutenant
Lieutenant Commander
Commander
Captain
Commodore
Admiral

DEPARTMENTAL POSITIONS ABOARD A STARSHIP

Commanding Officer (Captain)
First Officer
Command Department Heads
Chief Engineer
Chief Navigator
Chief Helmsman/Weaponry Officer
Chief Communications/Damage Control Officer
Support Department Heads
Chief Science Officer
Chief Medical Officer (Surgeon)
Security Chief
Chief Supply Officer

STAR FLEET INSIGNIA

Assignment insignia is located 3 cm. below shoulder seam. Rank stripes/insignia are black. Distance between assign/rank is 3 cm.

ENLISTED



Recruit



Enlisted 2nd Class



Enlisted 1st Class

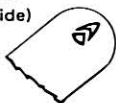
(Stripes are
.5 cm. wide)



Petty Officer
2nd Class



Petty Officer
1st Class



Chief Petty Officer



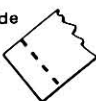
Senior
Chief Petty Officer



Master
Chief Petty Officer

WARRANT

1 cm. wide
Stripes
are silver



Warrant Officer



Chief Warrant Officer

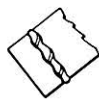


Ensign

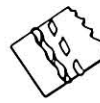


Lt. Jg.

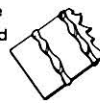
All Officer stripes are located 6 cm. from cuff.



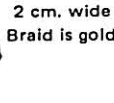
Lt.



Lt. Commander



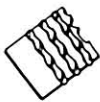
Commander



2 cm. wide
Braid is gold



Captain

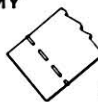


Commodore

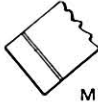


Admiral

ACADEMY



Cadet
gold stripe 1 cm. wide



Midshipman

STAR FLEET CHAIN OF COMMAND

The chain of command outlines the way authority passes if the commander of a starship or a star base cannot function in his duties. If he is injured or grievously ill, or perhaps incapacitated for some reason, a commander's authority is passed along to the next senior unrestricted line officer. In general, this means that the officer with the next highest rank will take command; if there are two officers of equal rank, the officer with the longest time in grade takes command. If, in turn, that officer cannot function, then the authority passes to the officer next in line, and so on.

Line officers are those in the major bridge positions; staff officers generally include those in services, security, and other staff departments. Restricted line officers generally include Medical Officers and sometimes include Science Officers; whether or not these officers are restricted depends on the vessel and its mission.

SHIP CLASSIFICATIONS

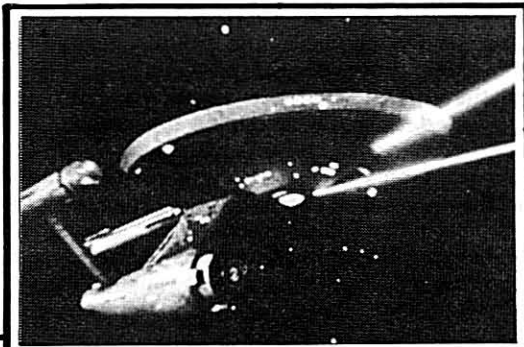
Star Fleet has thousands of ships, each classified by type or use. Each type is given a range of unique hull numbers. There may be several classes of ships of one type, each class within this type being given a sub-range of these numbers. The types of ships currently in use and their hull numbers are given below. Vessels under 10000 metric tons are considered to be small, those from 10000 to 60000 tons are medium, and those above 60000 tons are large.

STAR FLEET VESSEL CLASSIFICATION

SHIP TYPE	HULL NUMBERS
Cruisers	1000—1999
Frigates	2000—2999
Destroyers	3000—5999
Scouts	6000—8999
Escorts	9000—11999
Command	12000—12499
Courier	12500—15999
Explorer, Small	16000—18999
Explorer, Medium	19000—20999
Explorer, Large	21000—21999
Research, Small	22000—23999
Research, Medium	24000—25999
Research, Large	26000—26999
Colonization, Small	27000—27999
Colonization, Medium	28000—29999
Colonization, Large	30000—31999
Robot Transport, Small	32000—37999
Robot Transport, Medium	38000—45999
Robot Transport, Large	46000—55999
Manned Transport, Small	56000—65999
Manned Transport, Medium	66000—69999
Manned Transport, Large	70000—89999
Miscellaneous	90000—99999

NON-STAR FLEET VESSEL CLASSIFICATION

SHIP TYPE	REGISTRATION NUMBER
Robot Transport, Small	Axxxxxx
Robot Transport, Medium	Bxxxxxx
Robot Transport, Large	Cxxxxxx
Manned Transport, Small	Fxxxxxx
Manned Transport, Medium	Gxxxxxx
Manned Transport, Large	Hxxxxxx
Passenger, Small	Lxxxxxx
Passenger, Medium	Mxxxxxx
Passenger, Large	Nxxxxxx
Miscellaneous	Rxxxxxx
	Sxxxxxx



ENCOUNTERS IN SPACE

A Handbook for Star Vessel Protocols

The following text was written by Garth of Izar, Captain, Star Fleet. It has been annotated and added to by James T. Kirk, Captain, Star Fleet. All annotations are presented in italics.

ON FIRST SENSOR CONTACT

The most dangerous period of an encounter between two star vessels is the period of time between first sensor contact and identification of the unknown ship. It is during this period that a commander is most likely to make a mistake in judgement, and mistakes here can cost him his ship or cause him to open fire on a friendly vessel.

This period of time is to be used for gathering as much information as possible. Make it work by being aware of the things even the smallest clues can tell about an unknown vessel's intent. Long before positive identification is possible, important bits of information are conveyed that may save ship and crew.

Look first at the unknown's course and speed. An intercept course is a red warning! In the vastness of space, such things cannot be accidental: the odds against it are enormous. If your courses will intersect, or even come very close, the unknown is seeking you out. On the other hand, if the unknown's course is simply carrying it through your sensor area, you cannot even assume the unknown knows you are present. *Neither, of course, can you assume it does not.* — Kirk

An object moving at sublight speed may not even be a ship, but no natural object can travel faster than light. If an object's speed is or exceeds Warp 1, it is of intelligent manufacture. *Tachyons and certain other subatomic particles move faster than light, a fact known to Captain Garth. Therefore, it must be assumed he was referring to the fact that no natural phenomenon travels faster than light AT WILL. This statement was true at the time he wrote it, and no other form of life but the 'Lights Of Zetar' has appeared to dispute it. The so-called 'Lights Of Zetar' are the only known life form capable of greater-than-light speed without technological aid. None of these unique alien life forms are believed to remain in existence, but it does raise the extremely remote, but still finite, possibility of purely natural faster-than-light travel.* — Kirk

A parallel course, especially one that matches your speed, also is revealing. Such a vessel does not wish to approach immediately, but wishes only to observe and perhaps to follow. It is possible that the commander of such a vessel may be underestimating your sensor distance and does not know that YOU are aware of his presence. It also may be that the commander of the unknown vessel WANTS you to know he is there, for reasons of his own.

Watch the approach of a vessel as it comes closer, noting its closing speed. This will determine the amount of time you have to gather data before it comes close enough to identify or to fire on you. Use this time to find out all you can, even if all you have is seconds. At the end of this time, you will have to make decisions and make them fast, based only on what you can learn during this period. Do not act from ignorance.

ON IDENTIFICATION

Vessels that come close enough to be identified positively as star vessels fall into four categories. Star Fleet regulations deal with each, but they are of necessity vague, leaving many important decisions to the commander in space. Nonetheless, there is an overlying philosophy that guides procedures for all types of encounters — the desire to preserve peace.

Where conflict can be avoided, WITHOUT ENDANGERING THE SECURITY OF THE FEDERATION, the Star Fleet commander is duty-bound to do so. Above all law, above all regulation, is this simple principle. We must share this galaxy with all its living, thinking peoples. Even a vessel belonging to an unfriendly power, when encountered in open space, is to be accorded its rights and privileges without undue challenge. It is the starship commander's task to judge when a ship is exercising free privilege, and when it is committing an overt act of aggression. The line can be a very fine one indeed.

Star Fleet regulations prohibit firing on any vessel unless such vessel "by its presence or overt actions presents a clear and present danger to the security of the Federation, the safety and rightful free passage of its citizens, or the dutiful proceedings of a vessel under its registry." Regulations further state that a vessel which "behaves in a manner that overtly and directly threatens the security of a Star Fleet vessel" may be fired upon only when "IN THE CAREFULLY CONSIDERED JUDGEMENT OF ITS COMMANDER, no other action can be reasonably taken to avoid armed conflict, without, by so doing, presenting a greater threat to the Federation, its citizens, or to the ship in question itself."

While those words seem straightforward enough on the surface, they leave the hard part of the decision right in the lap of the commander of a vessel in space. When YOU are that commander, YOU alone will make that decision, and perhaps face a Star Fleet Board Of Inquiry to defend that decision. That is, you may face a Board if you are left alive to do so. With most mistakes, you won't be, and neither will your crew.

Let us examine the four types of ship-to-ship encounter, with some practical suggestions on how each can be handled within Star Fleet regulations, with an eye toward protecting friendly relations with other cultures without jeopardizing your ship or the Federation's security.

On Encountering Friendly Vessels

When a familiar identification beacon is received, you may breathe a silent sigh of relief, but it is not yet time to completely relax your guard. Confirm communicated identification with visual sighting. Even then, there is a certain set of protocols to be observed, not only for security reasons but as a measure of respect to the master of a vessel in space.

When encountering friendly vessels, establish visual communication as soon as possible. Refusal of visual contact without sufficient explanation should alert you to the possibility of trouble. Insist on such contact where you are in a position to do so. Also, do not hasten to approach a vessel that will not permit such contact, and do not permit such a vessel to approach you.

Star Fleet regulations allow a commander to hold a vessel at maximum positive sensor range if it refuses, or cannot give, visual communication. If a vessel, even a friendly one, refuses this privilege, you are required to give it a warning,

quoting the regulation. If the vessel continues approach, you are required by Star Fleet regulation to raise defensive shields and go on defensive alert status. At this point, the vessel is no longer, under regulations, considered 'friendly,' and must be treated as potentially hostile.

On Encountering Neutral Vessels

Under Star Fleet regulations, vessels belonging to neutral powers (such as the Orion colonial planets — Kirk) must be treated as friendly vessels until their overt actions present an 'unfriendly posture.' Dealing with neutrals is tricky business, chiefly because what constitutes an unfriendly posture is left entirely to the star vessel commander to interpret. If questioned later, your actions regarding neutrals may be examined by a Board Of Inquiry.

An examination of Captain Garth's own exemplary record reveals that he often acted first to protect his ship and the Federation's security, and "worried about the Board later." His only justification for his actions, and the only justification needed, was that he was proved right again and again. His record shows that he tended to err on the side of peace whenever possible, granting a suspicious vessel all possible leeway, until such time as the safety of his crew was directly threatened. Again and again, he made correct decisions based on very little evidence. Such a feeling for command decisions cannot be taught by a text. It can only be learned by experience. — Kirk

On Encountering Unfriendly Vessels

A vessel is considered unfriendly when it belongs to a power defined as unfriendly, such as the Klingon Empire, (the Romulan Confederation and the Gorn Alliance are other unfriendly powers — Kirk) or when by its actions (firing weapons, refusing to hold distance and/or communicate meaningfully, etc. — Kirk) it has displayed an unfriendly posture.

The raising of defensive shields, however, can be interpreted as an act preparatory to aggressive action. Thus, shields should be withheld if there is no clear and present danger to the ship. A ship proceeding on an intercept course, refusing communication, can be considered presenting an unfriendly posture, as can one passing closely within range of arms, despite requests to the contrary. Still, shields should be raised only if the commander feels an attack is imminent.

Once shields are up, expect to take fire! Prepare weapons and lock them for maximum effect. But DO NOT FIRE unless you can establish that you actually are under attack. Regulations do not define this condition, but the proceedings of previous Star Fleet Boards Of Inquiry can give us some guidelines.

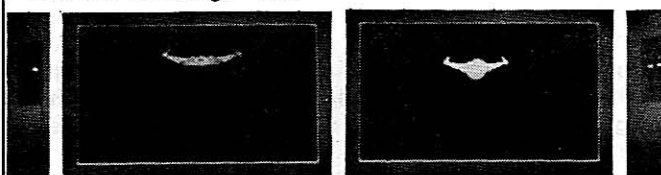
If a vessel raises defensive shields when approaching rapidly, or maneuvers deliberately to bring firepower to bear, it must be considered hostile. Rarely, you may even be forced to fire first. If so, be very sure you can defend your actions later, but do not let indecision cripple you! Protect your ship and carry out your duty as best you can.

When you do fire, it is Star Fleet policy to rapidly destroy the enemy's capability to perform damage. In other words, you must attempt to remove the enemy's ability to fight. This does not always require destruction of the enemy vessel or even massive loss of life. In fact, destruction and loss of life are to be avoided, unless the vessel's "mere, unarmed presence presents a clear and present danger to security or safety," in which case it may be destroyed. Boards Of Inquiry rarely find total destruction of a vessel to be justifiable.

Once an enemy ship shows a willingness to break off hostilities, allow it to do so, but retain a full defensive posture. Demand immediate removal of the threat to security, either by removal of the ship from the area or surrender of the enemy ship. A ship that performs an act of war (such as

attacking within clearly defined Federation territory, or attacking an identified, unarmed vessel on legitimate business — Kirk) cannot be allowed to leave and must be forced to surrender or be disabled.

Disabled ships are agreed to be those that either cannot attain warp speed or have no operable weaponry. Certain unfriendly vessels, particularly those of the Romulan Star Empire, have never been known to surrender. When encountered in Federation space, in violation of the pertinent Treaty, they must be destroyed if they attack overtly. Commanders are cautioned never to closely approach a Romulan vessel except under direct orders from Star Fleet, as Romulan commanders have orders to destroy their vessels to escape capture and boarding. — Kirk



On Encountering Unknown Vessels

The Star Fleet ship commander treads on thin ice indeed when encountering a ship not belonging to any known star-faring power. In encounters with an unknown race, a commander must be particularly careful not to initiate action that would be interpreted as hostile. Give someone new enough room to be your friend before you make an enemy of him. Star Fleet vessels are under strict orders not to open fire on, or take an unfriendly posture toward, a vessel of unknown origin unless it commits an openly hostile act, or openly declares hostilities.

Frankly, we could lose a lot of good men and ships this way, but it is this stance that separates the Federation from such conquerors as the Klingon Empire. Historically, this policy has paid off more often than not. The Andorian Stellar League was met in its first human encounter by an armed vessel. How much different would Federation history be if that meeting had resulted in conflict!

You will never be sure, when you meet that first unknown race, what the results will be. Act with prudence. Think of the safety of your ship, yes, but think also of the future of the Federation. War is not a dishonorable profession; I have been a warrior all my life. But peace is more honorable still, and it is worth great risk to establish and maintain.

Historical note: At one point during Captain Garth's first command, his ship encountered a badly damaged ship belonging to no known race. Before communication could be established, the small ship turned and opened fire. Garth's vessel was damaged, but, though he raised defensive shields, he did not immediately return fire. Keeping a heavily-shielded side to the vessel, he held course and continued beyond the vessel, stopping just within sensor range.

The unknown vessel broke off the attack upon Garth. Soon after, the two vessels established communication. It was learned that the ship had encountered a larger war vessel of the Klingon Empire. The small ship was badly damaged when the Klingons attacked before the small ship could use its superior speed and maneuverability to escape. The commander of the vessel, upon detecting Garth's ship, assumed the Klingons had followed to finish him off and opened fire.

Despite the inauspicious beginning, the Federation was able to establish mutually beneficial trade and defense agreements with the newly encountered race. A Board Of Inquiry commended Capt. Garth for showing "unusual and meritorious restraint in the pursuit of peace, despite overwhelming evidence of hostile intent". Later, Garth was heard informally to remark, "If I'd been wrong, they'd have called me a fool and a criminal — but I'd have never had to hear it!" — Kirk

EQUIPMENT

PERSONAL EQUIPMENT

This section contains descriptions of many common pieces of personal equipment provided to Federation Star Fleet personnel. It includes information on how the equipment functions and how it is used. Where similar equipment is available to non-Federation races, the differences are mentioned.

ANTIGRAV

These small, hand-held devices are used to move heavy equipment easily from place to place by cancelling it's weight. Objects attached to them have no effective weight, though, and can be 'hung' in mid-air, unsupported. Attached with magnetic clamps or sticky pads, one antigrav can cancel up to 100 kg (about 220 lbs) of mass. Several may be used to move heavier items. Antigravs cannot be set to produce a negative gravity effect.

AQUALANTERN

This small, hand-held, light source is used safely underwater. It produces enough light for work within 10 meters.

BELT LIGHT

This light source is worn as a belt around the waist, shining a light 10 meters ahead of the wearer. These lights are used by landing parties because they illuminate while leaving the hands free for other operations.

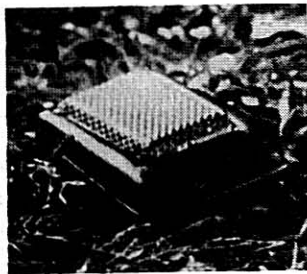
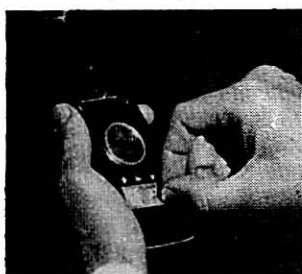
COMMUNICATOR

This transmitter/receiver is a small, palm-sized, black box with a flip-open lid that serves as the antenna grid. The voice circuit is automatically opened with a soft beeping sound when the lid is flipped up. Several channels are available on a Federation communicator, and one can select which other communicators to call. If a communicator is signaled, it beeps for attention. Communicators are not usually used aboard ship because strategically placed communications panels are more convenient.

The maximum range of the communicator is about 26,000 km (16,000 mi). It can be used on a planet's surface over line-of-sight distances, or to contact a ship in standard orbit, but the signal may be blocked by intervening terrain (like mountains), by atmospheric disturbance, or by dense materials (like ore deposits).

Though most frequently used for voice communication, the communicator also can trigger a homing signal, and so it serves as a homing device for the ship's transporter. It can be attached to portable data-gathering instruments to transmit data to the ship's computers.

Most starfaring cultures use similar devices. The Klingon version, which has been slightly altered by the Romulans, combines some of the functions of the Federation communicator and the Tricorder, in that it is capable of scanning for nearby energy sources.



EARPIECE RECEIVER

Used on the bridge and in engineering areas of larger ships, this small earphone allows private reception of voice transmissions without distracting outside noise. Molded to fit the ear of a specific person's ear, the receiver is wireless. Its range is limited, and it is never used out of the sight of a communications panel. These are most often worn by communications officers on duty.

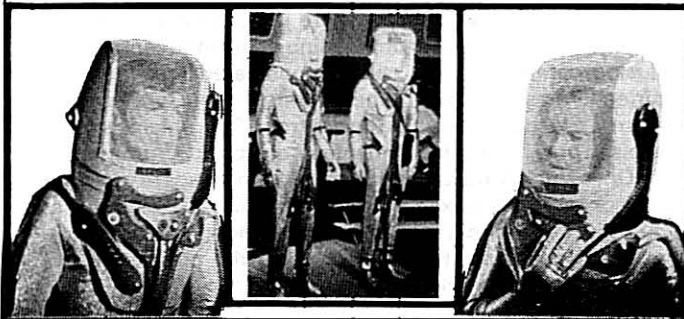
ENVIRONMENTAL SUIT

This suit, sometimes called a 'space suit,' is used where maximum protection is required. It maintains a self-contained, artificial environment, providing air, temperature, and pressure regulation for up to 24 hours. The suit is safe for deep-space vacuum, for otherwise unlivable heat or cold, or for poisonous atmospheres.

The environmental suit is not particularly uncomfortable, but it is a bit bulky. The helmet is transparent, affording the wearer a clear, 360° view. The suit is self-sealing; though it would be difficult to tear, a standard spray hypo can be used right through the sleeve. It affords no protection against modern energy weapons.

Use of the suit requires training, and unskilled persons should not attempt to perform any but the most simple tasks. Persons with minimal proficiency in *Environmental Suit Operation* can perform normal tasks. Success at unusual tasks that require manual dexterity, or in such strenuous actions as running, jumping, or fighting depends on the skill of the individual in such operations.

Klingons, Romulans, and other starfaring cultures have similar suits.



FORCE FIELD BOX

This special box is used to transport antimatter samples. Carried by two crewmen, it has an interior force field that contains the antimatter safely. It can be switched on and off by remote control.

ID CARD

This credit-card-sized piece of plastic contains a 3-D picture of and coded information about its bearer. It is used to activate security locks on most Federation vessels and to provide other data about the bearer quickly (retina patterns, blood type, medical history, security clearances, etc.). It is made by the ship's computer and is difficult to forge.

LIFE SUPPORT BELT

This wide, thick belt provides its wearer with air, temperature and heat regulation for up to 4 hours. It generates a glowing greenish-yellow force field around the wearer, and may be used like the more bulky environmental suit in space, in hostile environments, and underwater. Its main drawback, aside from the fact that its glow makes it impossible to hide

while wearing one, is its vulnerability. A major impact can cause the belt to malfunction and fail, and thus it is not used in combat situations. At the time of the five-year mission of the *USS Enterprise* under Captain Kirk, the belt is somewhat experimental and is only in use by Federation personnel on board larger ships, such as the *Enterprise*.

LIFE SUPPORT MASK

This breathing apparatus is worn where more bulky or more heavy-duty life support equipment is not needed. It can remedy the effects of thin or thick atmospheres, adjust atmospheric pressure, and filter out harmful airborne contaminants. The mask does not create the atmosphere, but merely makes an otherwise harmful atmosphere more breathable. Thus, it will not provide oxygen where there is none. It is powered by a tiny energy cell that need be recharged or replaced once a month.

PSYCHOTRICORDER

In the hands of a competent technician, this complex scanning device can scan the mind to obtain a detailed account of the subject's experiences during the previous 24 to 48 hours. It is about the size of a television set, and can only be used safely by someone with professional-level skills in *Psychology* and *Computer Operation*.

The results of a psychotricorder scan always are correct. The operator and the subject must have no distractions during the scan, and even then starting a good scan can be difficult. Once a scan has begun, however, the subject's true experiences will be revealed, despite any mental effort made by the subject to conceal them. Federation law requires that the subject agree to the scan.

The psychotricorder was developed at about the time of the five-year mission of the *USS Enterprise* under Captain Kirk, and it no other starfaring group was known to possess a similar device at that time.

SUBCUTANEOUS TRANSPONDER

This miniature transmitter, usually inserted just below the skin of the arm, broadcasts a homing signal. With a range of 26,000 km (16,000 mi), the device is used as a transporter lock-on aid by landing parties in possibly hostile areas where a standard communicator might be prohibited, taken away, or look out of place. It cannot be used for voice communication.

This device is still in the semi-experimental stage and is only in use aboard larger exploration and military vessels. A sharp blow to the area of insertion usually will disable it. Although a doctor must insert the device to insure safety to the individual using it, the transponder can be removed safely by anyone with a small penknife without significant harm.

TRICORDER

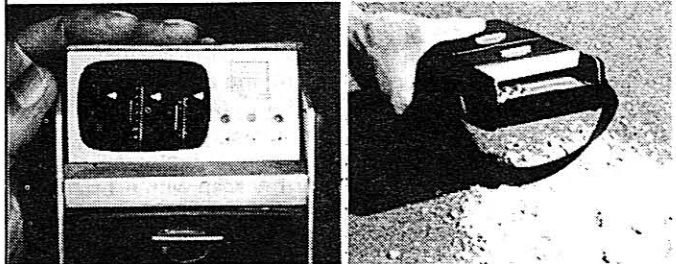
The tricorder is the most versatile and widely used data-gathering and recording mechanism in the known galaxy. It is an invaluable tool for gathering information about the immediate environment.

There are two major types of tricorder in widespread use on Star Fleet vessels, the Medical Tricorder and the Sciences Tricorder. They behave similarly, but they are designed for different types of scanning. They serve as simple sight-and-sound recorders, useful for making supplementary log entries, recording the observations of a landing party on the scene, or gathering evidence about a location for later viewing aboard ship. They can be set to record automatically, and they can store up to 2 hours of continuous sight-and-sound data on each of the 8 molecular memory discs normally installed in one.

Tricorders also can scan for specialized data. A quick scan in one direction only takes about 10 seconds, and a

rapid 360° scan takes 20 seconds. The range and exact performance depend on the type and the kind of scan being made. Because the tricorder is an inherently limited, portable device, analysis of samples taken aboard ship will give much more accurate and detailed information about most substances than tricorder readings.

Though the tricorder is not extremely delicate, it is possible to break one with rough treatment. A fall, a hit by a projectile, or a sharp blow can make the tricorder inoperative. Persons qualified in *Small Equipment Systems Technology* frequently can make field repairs to the unit.



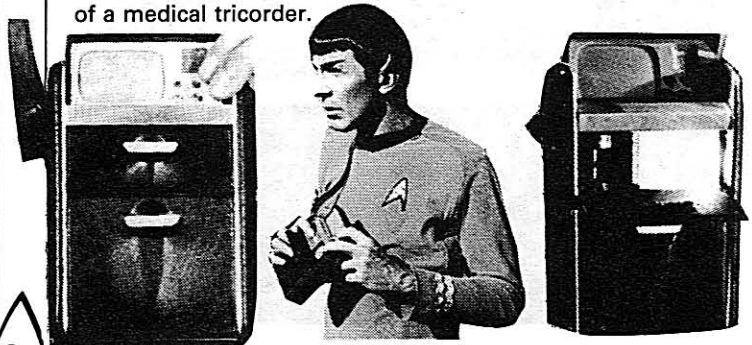
Sciences Tricorder

Data pickups for the sciences tricorder are located in the flip-open top of the unit, which also houses main controls, data lights, and the video display. The sciences tricorder makes three basic types of scans, with several sensitivity levels available for each. It can scan for energy sources, for physical composition, and for life forms.

Energy Sources: A general scan for energy sources will reveal if any major source of power exists within 1000 meters. A second scan will pinpoint its direction and approximate distance. As long as the source continues output, the tricorder will lead the user to it, even if it moves. A specialized scan may be made within 100 meters to determine the type of energy being used (atomic power, fusion reactors, electrical generators, stored battery power, etc.). An even narrower scan adjacent to machinery will pinpoint the source from which the machinery draws power (power cables, wall socket, internal battery, solar energy, etc.)

Physical Composition: A general scan for concentrations of a desired substance will reveal any present within 1000 meters. A second scan will reveal the direction and the approximate distance. A specialized scan may be made within 100 meters of an unknown substance to determine what it is primarily made of. An even narrower scan within 1.5 meters of an unknown substance will give its complete chemical composition. Only substances on which scans exist in the computer banks will be analyzed, and substances that have never been scanned before will be noted as unknowns.

Life Forms: A general scan for the presence of other life forms will reveal any within 500 meters. A second scan will tell direction and approximate distance. A specialized scan made within 100 meters will reveal the number of individual life readings and their general type (humanoid, alien, mammal, reptilian, etc.). More precise data requires the use of a medical tricorder.



Medical Tricorder

Data pickups for the Medical Tricorder are located in the flip-open top of the unit, which also houses main controls, data lights, and the video display. It also has a small hand-held sensor attached by a cable, that can be used for finer control. The medical tricorder will give more detailed information on chemical composition and life form readings than the sciences tricorder, but it does not possess the sciences tricorder's range or versatility.

Chemical Composition: The presence of a substance and it's general direction and distance can be determined at 100 meters. A narrow scan within 1.5 meters not only will determine the chemical composition of a sample, but also will give data on that substance's effects on various life forms. For instance, the medical tricorder can scan a plant and determine if it is poisonous or likely to be nutritious for humans.

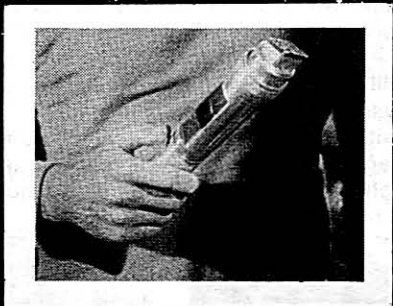
Life Forms: Within 10 meters, a life forms scan can identify any known life form and give considerable biological data about even an unknown form. A narrow scan within 1.5 meters reveals complete diagnostic medical data. In addition, it can detect foreign materials in the bloodstream, of aid in diagnosing cases of poisoning or drugging.

UNIVERSAL TRANSLATOR

This hand-held device contains a sophisticated linguistics computer capable of translating most alien languages spoken by humanoids; it looks like a flashlight with a microphone grid at one end. The translator must record speech in a totally new language to get the general idea of its syntax, word meanings, and so on. The speech may be recorded live, it may be picked up from radio or other broadcasts, or it may be analyzed from recordings made in other ways.

As many as 30% of the humanoid languages encountered are similar in structure to a known language and can be translated almost immediately. In many others, 30 minutes of speech is usually sufficient, with half of all languages being translated after 1 hour's recording. Unusually difficult languages may require more recording time, but even the most difficult tongue requires less than 4 hours. Even some non-humanoid tongues can be translated by this device, as long as the language is sound-based.

The ship's linguistic computer banks can translate virtually any tongue in a matter of minutes, and so broadcasts of a new tongue are usually fed into the computer as they are encountered. If such translation has taken place before a landing party is beamed down, the language structure already will be programmed into their hand-held translators.



SIDEARMS

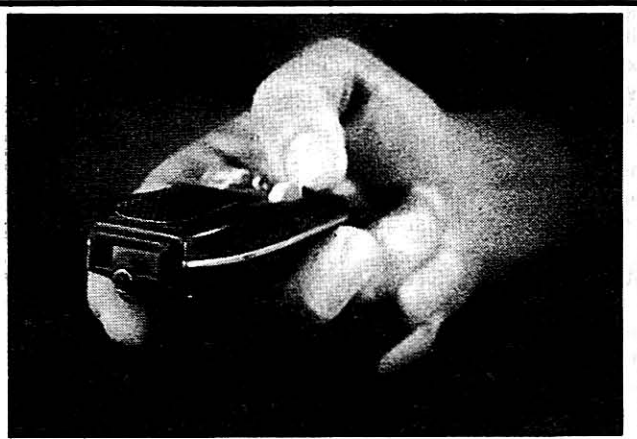
This section contains detailed descriptions of common sidearms used by the Federation Star Fleet and by such rival forces as the Klingon Empire, the Romulan Star Empire and the Gorn Alliance. It also contains information on how the weapons are used; range, damage, and combat information is covered in the sections on **Tactical Movement And Combat**. Only those weapons commonly used by landing parties and non-military personnel will be covered. Heavy infantry weapons are dealt with in supplements.

FEDERATION STAR FLEET

Phaser I (Hand Phaser)

This small, palm-sized box has a power grid, setting wheel, charge indicator dial, warning light, and rectangular trigger button. The Phaser I unit is usually worn inconspicuously on the belt beneath the back of the uniform shirt.

The most common Star Fleet hand weapon, it is carried by landing parties when the display of obvious weaponry would be inappropriate, such as when calling on a friendly planet or when on a diplomatic mission. Only security personnel are normally issued phasers on board ship, carrying Phaser I's normally. Many medical personnel, even on landing parties, do not choose to carry a device that can take lives.

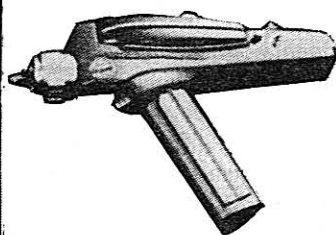


The hand phaser has a variety of settings for different uses. *Stun* is a non-lethal setting that affects the nervous system of the target, causing unconsciousness. *Wide-Angle Stun* is used where many targets must be immobilized over a wide area. *Heavy Stun* is more potent than *Stun*, but still non-lethal setting for use with larger and/or stronger life-forms; there is no *Wide-Angle Heavy Stun*. *Heat* excites the molecular motion within an object, causing it to heat up rapidly; this setting allows the phaser to be used as a cutting or welding torch or to light fires, depending on the beamspread adjustment of the phaser emitter nozzle. *Disrupt* is used to disrupt the nervous system in a lethal fashion or to disrupt the crystalline structure of solid matter, shattering it. *Disintegrate* completely breaks down the molecular cohesiveness of a single man-size target or smaller, causing it to disintegrate; this setting draws the most power.

A phaser can also be set to overload and explode, releasing all stored power in one burst. Once set for overload, it emits a characteristic whining sound, which rises in pitch. Sixty seconds after activation, the phaser will explode.

Phaser II (Phaser Pistol)

This sidearm consists of the Phaser I unit snapped into a pistol-grip mount that provides an extended power pack, finer control, longer range, and more stability than the Phaser I alone. The Phaser II is carried by landing parties where



hazardous conditions exist, and the open display of firearms does not matter. It is worn in a holster framework at the waist. Phaser II is issued to security personnel aboard ship only during a security alert.

Phaser II also operates at all settings of the Phaser I, with a corresponding increase in range. Its overload explosion radius is also increased because of its larger power pack.

Phaser Rifle

Used only in combat or emergency situations by security personnel, this weapon consists of a rifle mount with extended powerpack into which the Phaser I/Phaser II combination is fitted. It further increases the range of all the settings listed for Phaser I above, and further extends the overload blast radius.

KLINGON EMPIRE

Agonizer

This hand-held device produces pain through direct stimulation of the nervous system and is effective on all vertebrate life. The power can be adjusted from mild discomfort to crippling agony. On high setting, all but the hardest individuals are helpless. It does not allow the victim to lose consciousness, which is maintained through direct manipulation of the nervous system; this makes it impossible for the victim to escape the pain by passing out. The agonizer usually is applied to the left shoulder just above where the heart is located in Humans, but near any major nerve center will serve.

The agonizer is carried by Klingon officers, who use it for discipline and torture. It does not make a good combat weapon because it must be applied to the body in an effective location to work properly.

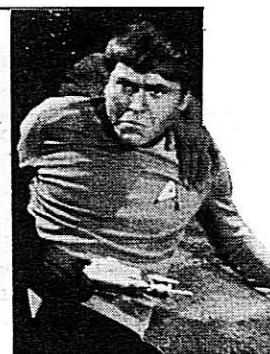
Mark I Hand Disruptor

The disruptor sidearm works on the principle of cellular disruption, affecting the delicate nerve cells of a victim. A grazing shot will produce first pain, then numbness of the extremity hit. A solid hit will continue producing damage through actual heating of the tissues. Prolonged fire will produce heating and disruption of any solid matter.

The Mark I is a standard trade item with the Klingons. Thus, they are widely used by other cultures as well. Romulan sidearms are a refinement of the same principle, differing only in appearance from the Klingon models. Klingon-design disruptors often show up in the hands of smugglers, pirates, and other law breakers around the fringes of the Federation. They are cheaper and easier to build than the more versatile phaser, which accounts for their use by certain criminal elements, such as Orion-based privateers.

Mark II Hand Disruptor

The Mark II is an improved disruptor used by Klingon Imperial Forces only. This unit has marginally better performance and a special high-power setting that can actually disintegrate a target, much like the phaser disintegrate setting. A high-power shot is ineffective at extreme range, and the setting is very wasteful of power; thus it is not often used.



Disruptor Rifle

A heavy-duty version of the Mark I disruptor pistol, this weapon is used by Klingon security forces and guards on active duty. It has a longer range than the pistol model, but it does no more damage. This weapon is also widely used, in somewhat varying forms, among other rivals of the Federation, notably the Romulans.

ROMULAN STAR EMPIRE

Weapons in use by the Romulan Star Empire at the time of the five-year mission seem to be refinements and copies of Klingon designs, notably the Mark I Disruptor Pistol and the Disruptor Rifle. The disruptor principle is well known throughout the known galaxy, and Romulan adoption of it is typical of their efficient thought in martial endeavors. Romulans do not make use of any device similar to the Klingon agonizer; they do not believe in demeaning their troops, and they neither take prisoners nor practice torture in search of information.

GORN ALLIANCE

Blaster

As with other elements of Gorn technology, Gorn sidearms are not subtle. The Gorn Blaster fires a beam of semi-coherent energy that does damage through burning and cellular destruction. The beam is not well focused, and hence the Gorn Blaster has less range than the Klingon disruptor, even though the basic hand disruptor has less raw power. Designed for the oversized Gorn hand, the blaster is clumsy for most other races to use. Individual designs vary widely, but all have about the same effectiveness.

Other Weapons

Other weapons of greater range and power have been used by Gorn soldiers in combat situations, but the blaster is the standard sidearm. Gorn officers have also been known to wear ceremonial swords, and even use them in single combat.

POWER DRAIN FOR ENERGY WEAPONS

Phasers, disruptors, and other sidearms with powerpacks use up some of the stored energy for each use. The amount of power drain depends on the setting used. The table below shows the power drain for the various settings of a Phaser I. Players must keep track of the drain on the powerpack, because when a weapon's powerpack has been drained of all power, it must be recharged before the weapon can be fired again.

For example, Lt. Sterling fires a fully-charged Phaser I, set for stun, at a Klingon guard. The power before use was 20; now it is 19. If he fires the phaser again, this time at heavy stun, he will drain off 2 more points, leaving the powerpack with 17 points.

PHASER 1 POWER DRAIN			
Setting	Drain	Setting	Drain
Stun	1	Disrupt	2
Heavy Stun	2	Disintegrate	4
Heat	1		

MEDICAL EQUIPMENT

BIOCOMPUTER

This portable unit, about the size of a common portable television set, is used to analyze samples of tissue and other substances and to process biological data. It can be tied into the ship's computer through a communicator link. Only trained personnel may operate this equipment effectively; advanced training (Skill Rating of 20) in the skill of *Computer Operation* and qualification (Skill Rating of 10) in the skill of *General Medicine* is required.

CARDIOSTIMULATOR

This dependable defibrillator is used to restart a stopped heart. Only personnel trained in advanced first aid (Skill Rating of at least 20 in *General Medicine*) may operate this equipment effectively.

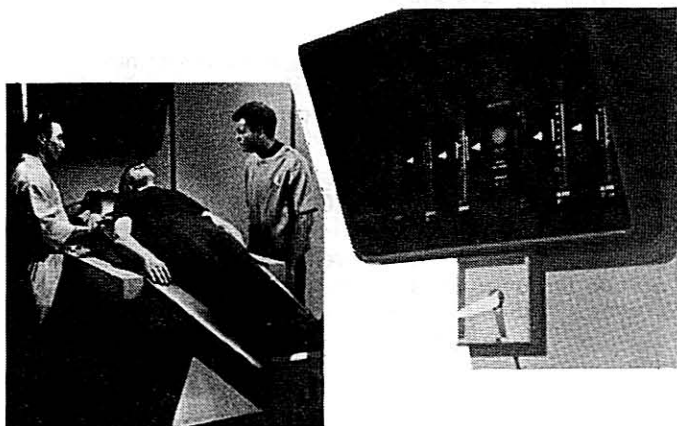
CRYOSURGICAL FRAME

This frame is placed over all or part of a patient's body to slow the patient's metabolism and body processes through use of cold. It is useful during surgery, but must be used under the supervision of a doctor.



DIAGNOSTIC TABLE AND PANEL

This diagnostic bed, standard equipment in the Sick Bay of most larger Federation vessels, continuously scans the patient for blood pressure, pulse rate, respiration, brain activity, and other essential information. It shows these on sliding scales on the face of the panel above the bed.



DRUGS

Antitoxins

These drugs counteract the harmful effects of poisons. There are antitoxins for plant and animal poisons as well as against the poisonous toxins given off by some types of viral infections and diseases.

Coradrenaline

Somewhat effective against exposure and frostbite, this drug neutralizes some damage from cold-based sources and slows further damage. A dose is effective for about 3 hours.

Neural Paralyzer

After an injection of this drug, a death-like coma is produced that cannot be distinguished from death without sophisticated instruments. The coma will continue until a light stimulant is administered, but if the stimulant is not administered soon enough, death will truly result.

Sedatives

These drugs produce relaxation and calming, even unconsciousness. There are three general types: light, medium, and heavy. An overdose can produce death.

Sterilite

This powerful antibiotic is used to prevent infection during surgery or wound treatment. It is especially useful for field surgery, when conditions are less than ideal or sterile. It can be used safely by almost any humanoid species.

Stimulants

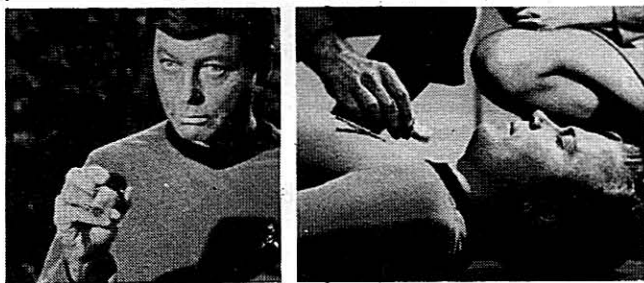
These drugs allow an exhausted person to function without rest, functioning normally for a time. They may temporarily revive an unconscious person. There are three types: light, medium, and heavy. Even normal doses take their toll, and overdoses may do severe body damage. Stimulants may produce unusual side effects.

Tri-Ox Compound

This substance is used to treat any sort of oxygen starvation, releasing its dissolved oxygen into the bloodstream almost instantly. It is useful during first aid treatment of decompression victims, and against any disease inhibiting breathing or organism that exists in an oxygen-free environment. Injections are given every three hours on planets where the thin atmospheres or low oxygen content would cause fatigue caused by lack of sufficient oxygen.

FEINBERGER, MEDICAL

This portable version of the diagnostic bed is a palm-size unit. With a five-second scan, it gives a reading on heart rate, blood pressure, respiration, and body temperature of the patient.



FIELD KIT

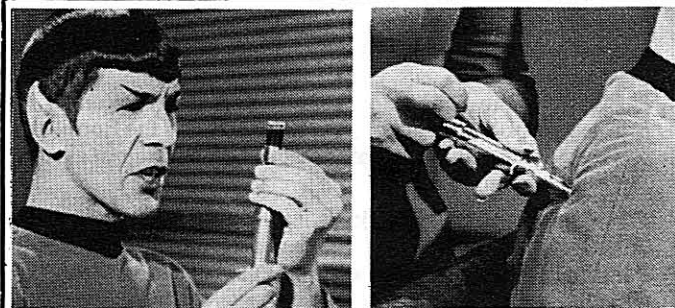
This small belt pouch with a fold-over top is worn beneath the uniform shirt against the back. Always carried by medical officers on duty, it contains spray dressing, a Feinberger, a hypo and a small drug supply. The drugs include 6 doses each of generic light and medium sedatives, light and medium stimulants, Coradrenaline, Sterilite, and Tri-Ox Compound.

HEARTBEAT READER

A more sophisticated and specialized device than the Feinberger, this microphone-shaped instrument gives a digital readout of a patient's heart rate after a five-second scan. It also contains a transmitter that can tie into the ship's medical computer while aboard ship. Qualification in advanced first aid (Skill Rating of 20 in *General Medicine*) is required to use this device effectively.

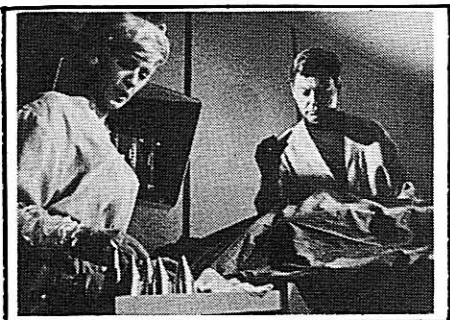
HYPO

This hypodermic syringe is a high-pressure pneumatic device that injects substances through the skin painlessly, without a needle. Almost all drugs can be injected in this way. Common drugs given in smaller doses are contained in micro-injector vials holding several doses; less common drugs are attached in larger vials before injection. All Star Fleet personnel are trained to use this device.



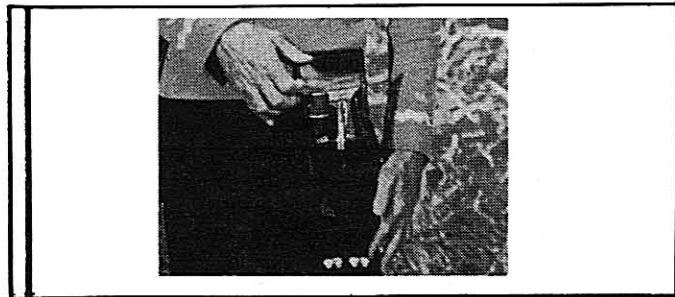
LASER SCALPELS

These devices are used to cut tissues during surgery. There are six types available. Scalpels designated 000-1, 00-1 and 0-1 are all single-beam lasers that cut anything between the scalpel tip and the end of the beam, which is adjustable to a 1-, 1.25-, and 1.5-cm focal length respectively. Scalpels designated 000-2, 00-2 and 0-2 are triple-beam versions that cut only at the focal point; they have the same focal lengths as the single-beam laser scalpels and increasingly larger beam diameters. They are often used for vaporizing small growths.



MED POUCH

The med pouch is issued when medical help of an unspecified nature is expected or when a landing party is expected to make camp. It is a roll-up pouch with pockets, usually carried in a shoulder sling. It contains spray dressing, a Feinberger, a hypo, a drug supply, protoplaser Types 1 and 2, laser scalpels, and other field surgery equipment. The drug supply includes six doses each of generic heavy sedatives and stimulants, Coradrenaline, and a neural paralyzer, as well as 12 doses of light sedatives and stimulants, Tri-Ox Compound, and Sterilite. Other items, such as a medical tricorder, may be carried by a medical officer on landing party duty if he needs them.



PROTOPLASER

The protoplaser heals wounds without stitches or sutures. The smaller Type 1 'Plaser is used for connecting small blood vessels and nerves. The larger Type 2 model is used for closing connective tissue, muscles, and skin. All Star Fleet personnel may use this device on minor cuts and abrasions (less than 10 damage points); such use restores half that damage after a 5-minute application.

Training in advanced first aid (Skill Rating of at least 20 in *General Medicine*) is required for treating wounds of greater extent, and only a doctor can use one to repair major blood vessels, nerve tissue, and other delicate work. The restorative effects of the device account for the rapid healing rates enjoyed by people on UFP worlds.

SPRAY DRESSING

This plastic/synthetic 'skin' is sprayed over a wound. It stops superficial bleeding and contains an antiseptic and anesthetic agent. When a wound heals, the dressing is absorbed. All Star Fleet personnel are trained to apply spray dressings.

TRICORDER, MEDICAL

The use of the medical tricorder is discussed at length in the section on **Personal Equipment**.

SHIPBOARD SYSTEMS

In this section, details are provided on many of the systems and features found on Federation starships. The systems aboard *Constitution* class starships, such as the *USS Enterprise*, are described in this section, but many of the same systems are found aboard other Star Fleet vessels, and some similar systems are found aboard vessels of other interstellar powers as well.

COMPUTER, SHIP'S

No interstellar vessel is flown totally by manual controls. Only sophisticated computer technology allows the harnessing of the matter/antimatter mix that powers Federation warp drives or the propulsion systems of the other starfaring races. Computer complexes control the systems for interstellar navigation, weapons, life support, power flow, and almost every other aspect of life aboard a starship. The central computer is capable of translating languages instantly, of providing needed historical or cultural data, of analyzing data and coming to conclusions based on such analysis, and of monitoring every function of the ship.

Because the functions of these computers overlap so much, most ship designs find it best to run these controls through one central computer. Star Fleet ships larger than shuttlecraft all have centralized computer control. These Duotronic computers (so-called by their inventor, Dr. Richard Daystrom) are not truly capable of independent thought, but they are the next thing to it. In a very real sense, the central computer is the "brain" of the ship – its most useful, and potentially its most vulnerable part.

Large ships have terminals everywhere, including in the quarters of department heads and other important officers. There are study and recreational terminals in crew quarters on most ships. Of course, the most sophisticated and versatile terminal, including reprogramming controls, is on the bridge station of the Science Officer. The Science Officer is in charge of all computer operations on large ships.

In addition, reference and research data is stored in computer memory banks far more compact and sophisticated than those in use in the 1980s. The extent of knowledge in these library computer banks varies from ship to ship, but the *Constitution* Class starships have huge library banks that contain the entire body of factual knowledge known to the

Federation. (Think of the Library of Congress at your fingertips – just a question away – and you'll have the right idea!) These memory banks also contain the ship's technical, medical, scientific and recreational libraries, and such information can be displayed on any terminal on the ship.

These sophisticated computers make many of the ship's routine functions almost automatic. This allows a large ship to operate with just a skeleton crew, if necessary. It can also lead to problems, if the computer is tampered with or damaged. Manual back-up controls are available for every system, but they do not operate with the speed or the efficiency of the computer-controlled methods.

The *Enterprise* and similar starships have central computers programmed to respond to voice commands. The computer is capable of identifying a person from a voice pattern, and just as capable of denying information to those persons it considers unauthorized. In addition, the computer can respond with a human-like voice and speech mannerisms.

Many computer functions can be provided to landing parties equipped with communications equipment and data-gathering devices. A tricorder can feed data by communicator link to the ship's computer, and the Science or Medical Officer using it can have the powerful ship's computer at his or her fingertips.

DEFLECTOR SHIELDS

Electronic force screens are the first line of defense for most larger ships. Shields are effective against impacts from matter, energy, and even very small quantities of antimatter. Their energy dissipates the impact force, absorbing damage and preventing it from injuring the ship.

The deflector shields are effective up to a point, and the more damage any one shield absorbs, the more likely it is to be overloaded by the stress. If a shield is overloaded, some of the impact energy is passed through and the ship takes damage. The damage may be to the engines and power systems, to the navigation and helm systems, to the computer systems, to the deflector shields systems, or to any other part of the ship.



During normal operations, shields are energized with minimum power. At this level, they can sweep aside space debris, small meteorites, and other navigation hazards. They also are effective against old-style radar, though not against the more sophisticated sensing devices of modern starships. During an emergency, however, shield power can be increased at a moment's notice (called 'raising the shields.' Energized to maximum power, the shields are an enormous drain on power reserves, and such a state cannot be maintained unless power is diverted from other major systems such as the helm and maneuver systems or the weapons systems.

Because deflector shields absorb energy discharges, transporters cannot be used in or out of a ship while they are energized.

DISRUPTORS

Disruptors are the prime ship-to-ship combat weapon of several spacefaring cultures that are rivals of the Federation, including both the Klingon Empire and the Romulan Star Empire. Disruptors heat and break up the molecular structure of most solid materials. They also cause massive destruction of nervous tissue in living things. Disruptor bolts are not as versatile or powerful as Federation phasers, but they are less of a power drain, easier to maintain, and less vulnerable than delicate phaser equipment. Disruptors can be directed against ground targets, but they are not terribly accurate for that purpose.

Just as the Federation uses a side-arm version of its primary shipboard weapon, the Klingons and the Romulans use side-arms called disruptors, based on a different system but with similar effects.

FORCEFIELD, DETENTION

A detention forcefield, created in a way similar to the deflector shields, is used in the ship's brig to provide an invisible barrier across the open doorway of maximum security detention cells. Such a barrier is more functional than a steel door, because it will not only prevent escape but also absorb the energy of a weapon attack on or by a prisoner. Furthermore, it allows the easy viewing of a prisoner without the need for unreliable and vulnerable surveillance cameras.

Such forcefields provide a mild shock when a prisoner attempts to penetrate them – not enough to injure, but enough to deter escape attempts. The fields have their own separate power supplies, so that an interruption in ship's power will not allow an escape. Normal side-arms will not penetrate the field, but heavier weapons or sustained fire may cause it to overload and fail.

GRAVITY SYSTEMS, ARTIFICIAL

Since the development of cheap, effective devices to control and simulate gravity, almost every starship has been equipped with artificial gravity systems. The ship's environmental computers maintain a pre-set gravity, and the fields automatically adjust for normal ship acceleration, though they cannot react fast enough to prevent short, unexpected jolts from impact shock passed through the hull or emergency evasive maneuvers. Usually, the artificial gravity systems have separate power circuits for the crew's protection, and a ship must sustain heavy damage to have those circuits fail.

Most Star Fleet ships maintain a 1G (Earth normal) field, a convenient medium level tolerable by most Federation races. Artificial gravity can be reduced or shut off entirely in localized areas, such as VIP quarters for beings from low-gravity environments, or in the gymnasium for zero-G combat exercises, or a ship manned entirely by Vulcans might maintain the higher gravity of Vulcan, adjusting it downward only when visitors were aboard. Some smaller ships, particularly military vessels in front-line service, prefer to keep a zero-G condition, having become used to living and working without gravity.

IMPULSE ENGINES

Most starships and many sub-light vessels are equipped with an impulse engine, a type of reaction thruster. Impulse engines are a cheap, clean, reliable source of sub-light propulsion. Impulse power alone can be used to drive a ship to nearly the speed of light, but only the use of warp drive makes interstellar travel practical. Still, variations are in use by every major starfaring race in the galaxy because of the impulse drive's dependability for interplanetary travel and maneuvering. Power created by these engines and not used for propulsion is diverted for use on the ship's power grid, where it is used to power the many other shipboard systems.

LOG, SHIP'S

Almost every vessel in space keeps a ship's log — a complete record of the ship's voyages and day-to-day operations. On vessels where a log is kept (required of all vessels in the Federation, regardless of type), the Captain and officers of a ship will record important orders and updates on the operation of their departments; this procedure is called 'logging an order' or 'making a log entry.' In addition, the ship's computer is constantly updating the memory banks devoted to the log with data about ship's condition and routine matters. The ship's computer automatically beams the log contents back to headquarters on a regular basis.

In times of crisis, a Captain may request that the latest entries in the ship's log be beamed back at once to his nearest headquarters outpost; for Star Fleet ships, this is Star Fleet Command or a nearby Starbase. This is routine if the Captain feels there is significant danger and the ship may be lost. If a ship is in immediate danger of destruction, important information from the log may be recorded and released in a ship's message torpedo. If a ship is crippled, a ship's recorder marker containing a locator beacon and recordings of the most recent log entries is launched automatically.

An officer on a landing party out of contact with the ship may record a supplemental log entry using a tricorder. This record of his actions and impressions on the scene is transferred to the official log when contact with the ship is re-established.

MATERIAL FABRICATION UNITS

Since it is impossible to predict all the items a ship's crew will require, larger ships carry computer-controlled mini-factories called material fabrication units. These devices take raw materials from the ship's stores and convert them quickly and in quantity to the desired items. The memory banks devoted to this system contain plans and manufacturing data for most common items, such as hardware, clothing, and small devices, as well as many items that are not so common. Special types of these units are used as food synthesizers.

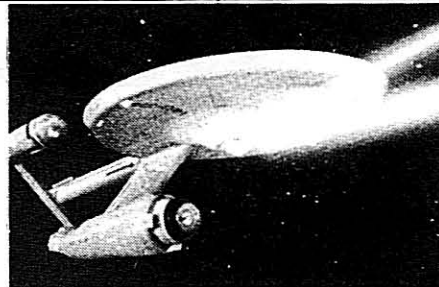
This reduces the ship's store of repair parts, clothing, basic personal items, and expendables, as these items are created from easy-to-store raw materials as desired. The use of material fabrication machines to produce uniforms eliminates the need for a ship's laundry (other than a small facility for personal items of clothing not recycled), as soiled uniforms are simply reduced to component raw materials and recycled, not washed. Furthermore, such a system allows a landing party, for instance, to be outfitted in clothing to match native costume. Patterns stored in the computer are consulted, and material fabrication machines turn out complete, tailored wardrobes, right down to belt buckles and bobby pins.

The food synthesizers manufacture foodstuffs from basic protein, fiber, and nutrient supplies. These basic foodstuffs are reworked into textures, colors, and flavors that look and taste like freshly prepared meats, vegetables, and fruits. They can produce almost any meal desired from memory banks containing millions of recipes and from specialty food stocks in special storage. Production of standard items takes almost no time at all, as part of the processing is done in advance. More exotic dishes take a bit longer, but never more than a couple of minutes. On board Star Fleet vessels, the synthesizers are programmed to produce tasty and attractive food for the representatives not only of the many very different Federation races but also of many types of aliens.

PHASERS

Phasers are the major shipborne weapons used by the Federation. They project a beam that can be set in a variety

of ways, depending on the end result intended. When set to *Disintegrate*, phasers break down the molecular cohesiveness of objects, causing them to disintegrate completely. When set to *Disrupt*, phasers disrupt the structure of solids, shattering them, or the nervous system of living things, killing them. When set to *Heat*, phasers excite the molecular motion within an object, causing it to heat rapidly and burn. When set to *Stun*, it overloads the nervous system of living things, rendering them unconscious.



Ship-mounted phasers, often mounted in pairs called 'phaser banks,' are actually armed and fired from phaser control rooms near the phaser banks themselves, but they can be aimed and activated from repeater controls on the bridge. Phaser operation depends on keeping the banks cooled with a special coolant gas, which is poisonous to humanoids, so phaser room duty is somewhat hazardous.

Usually phasers are used for starship combat, but they also can be directed against ground targets. When so used, they can be fired accurately to within a city block or so, and even more accuracy is possible if someone with an active communicator acts as a forward ground observer. When so used, they affect an area a half a city block across, and thus a starship could easily level a city in a matter of minutes with phasers alone!

The primary side-arm of the Federation is a compact phaser unit with the same capabilities. It is discussed in the section on **Sidearms**.

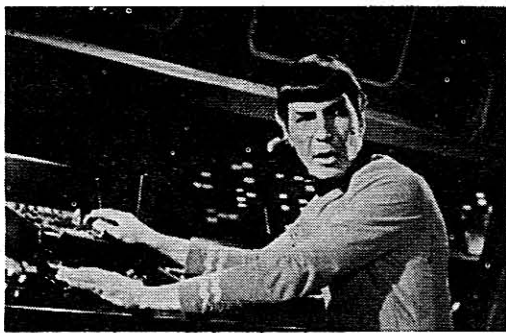
PHOTON TORPEDOES

The photon torpedo, an elongated pod nearly one meter long, is a formidable weapon for ship-to-ship combat. It contains a small bit of antimatter held in check by a powerful magnetic field. On impact, the magnetic field is released, and the torpedo becomes a destructive fireball. Only larger ships can carry these weapons, however, because of the level of sophistication of the fire control equipment and the power required to establish the magnophoton field needed to arm them safely.

Basically a Federation weapons system, though the basic technology is known to both Klingon and Romulan science, Klingon and Romulan vessels do not use photon torpedoes at the time of the *Enterprise's* 5-year mission. It is only a step away for them, however, as the technology is similar to that used by the Romulan plasma weapon.

SENSORS

Ship's sensors are a battery of detection, sampling, and analysis devices used by starships to examine their environment. Navigation sensors fix the exact position of a ship, and they tie into the deflector shields to protect the ship from space debris. Energy sensors can determine the amount and type of energy being output by an object or location; this function can be fine-tuned to give very accurate readings on the defensive screening of a ship or the radiation level of a dangerous area. Material analysis sensors give the dimensions, physical composition, and material properties of an object; at close range, they can give an object's exact chemical composition. Life sensors measure the abundance, type,



and condition of living things; when fine-tuned at close range, they can tell one species and even one race from another.

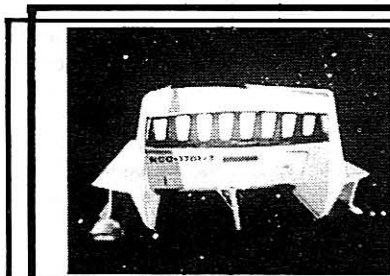
Reliable sensor data can be obtained by most sensors to distances of 160,000 km (100,000 mi), with sketchy, less-reliable data available to about twice that distance. Sensor scans are blocked by large amounts of rock or water, extremely thick atmospheres, electromagnetic interference, and certain dense or reflective materials.

Material sensors are used by the transporters so that landing parties are not beamed into obstacles. Life sensors can scan closely enough to guide the transporter for quick beam-up, but only if the particular life patterns are known, or the living beings to be beamed are not among a large number of other, similar beings.

SHUTTLECRAFT

Shuttlecraft are used by Star Fleet for courier vessels and to transport personnel when transporter operation is impossible or impractical. Not intended for faster-than-light travel, they are powered by an advanced ion propulsion drive similar to the impulse engines of larger spacecraft. Takeoff and landing are vertical, the shuttlecraft standing on three sturdy landing pads.

Most larger starships carry several shuttlecraft in shuttle bays; *Constitution* class ships like the *Enterprise* are assigned six shuttlecraft, but may carry more if their captains so



choose. Every starbase and most smaller Star Fleet outposts berth shuttlecraft as well, and a number of them operated by Star Fleet have no set berth, acting as 'floaters' that can be used and left at the destination Star Fleet facility. Some have even been sold for civilian use.

The shuttlecraft come in two standard designs, well engineered for years of service. Parts and service are available at nearly every Federation outpost of any appreciable size, and on any starship carrying them. Some have been in use for over 20 years, with newer models having only a few cosmetic and electronic design changes and additions.

Model S-3, the standard model, travels at a maximum of .89 light-speed and is operated by one pilot. It carries 7 passengers comfortably, but, in emergencies, it may carry up to 12 on a short hop, though its life support system will not tolerate such a load for very long.

The larger Model S-5 travels at .76 light-speed and also is operated by one pilot. It carries 14 passengers. Not in

general use, it usually is assigned only to large stations or starbases, though some have been issued to *Constitution* class vessels.

An experimental design is the S-4 aquashuttle. Developed for landings on water-covered worlds, it bears little external resemblance to the standard shuttlecraft, though its internal systems are similar if not identical. It is capable of interstellar flight at .82 light-speed, and of submerged travel at 100 kph to a depth of 1200 meters. It can carry 6 passengers comfortably in its specially padded and belted seats, and it holds sensing devices for doing underwater detection and research. Aquashuttles are being tested by several *Constitution* class exploration vessels for possible addition to standard Star Fleet equipment.

Standard Star Fleet shuttlecraft neither are armed nor do they have deflector shields larger than those needed for protection against small meteors and other space debris. Aquashuttles carry a single forward-firing phaser cannon, designed for use on dangerous undersea life; this cannon is about twice as powerful as standard phaser rifle. Despite rumors to the contrary, shuttlecraft are not used in starship combat, at least not by the Federation. Their power plants are too small to even be effective as guided bombs.

SUBSPACE RADIO

Like all electromagnetic radiation, normal radio signals travel at the speed of light. Thus a message sent from a starship in that manner might arrive months, years, or even centuries after the ship itself had made port! This makes common radio or TV useless for interstellar communication. Subspace radio is the standard means of faster-than-light communication used by all starfaring races. It avoids the speed-of-light problem because its signal uses a space warping effect that causes it to travel much faster.

Though it is much faster than normal radio, travelling about 225 times the speed of light (about Warp 15) with current Federation equipment, it is not instantaneous. Galactic distances are so great that even by subspace radio, a message may take days or weeks to reach its destination from a remote part of the galaxy. Thus, starship captains must often act on their own authority, knowing that new orders from Star Fleet may take too long to arrive, or be outdated by changes in the situation by the time they are received.



TRACTOR/PRESSOR BEAMS

The tractor/pressor beam is an electromagnetic beam that allowing an item of smaller mass to be drawn toward, anchored to, or pushed away from the object controlling the beam. Many larger ships are equipped with these devices, which can be used carefully in pairs to manipulate objects at a distance. Maximum range for tractor/pressor beams is about 160,000 km (100,000 mi).

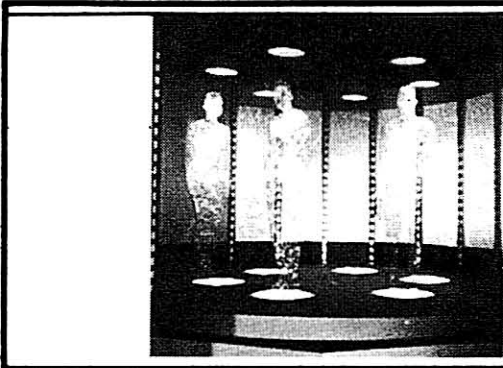
Tractor beams can put quite a bit of strain on an object, especially if the object is trying to break away. A delicate structure such as a small vessel could suffer damage as a result of resisting their use.

TRANSPORTERS

The transporter is a matter/energy scrambler, capable of recording the molecular and sub-molecular pattern of an object, disintegrating that object, and beaming it across space to be reformed at another location as far away as 26,000 km (16,000 mi). Both living and non-living material may be moved great distances at the speed of light in this manner. The transporter can also lock on distant items and beam them back to the transmitter station. No receiving station is necessary for use of the transporter if reliable data can be obtained about the destination via sensor readings, or if a communicator can be used to provide a target signal. Transporters are blocked by large amounts of rock or water, extremely thick atmospheres, electromagnetic interference, and certain dense or reflective materials. In addition, transporters cannot beam through deflector shields because the shields absorb energy discharges.

Transporting under normal conditions is no problem if the controls are operated by a qualified individual. Under ideal conditions, the transporter panel can even be set to operate automatically after a delay, allowing someone to beam himself with no operator at the panel.

Transporters normally are used in beaming down to a planet's surface, but they also can be used for beaming between ships. Beaming within the same ship is possible, but very dangerous because fine control is necessary and internal interference on shipboard could cause the transportees to materialize inside a solid object, with fatal and possibly explosive results.



Objects in transit (already dematerialized but not re-materialized) can be suspended as energy patterns for a time, but such suspension is dangerous as patterns can drift and be lost if care is not taken to maintain the transporter lock.

Federation transporters are of three types. Personnel transporter disks can accommodate up to six objects of approximately man-size or smaller at one time. Cargo transporters, which have 96 diamond-shaped transporter segments instead of disks, are used to transport bulky, non-living items and so do not have the fine tuning capabilities of personnel transporters. Emergency transporters, with 22 transmitter disks, are large personnel transporters that are so wasteful of power they are used only for emergency evacuation efforts.

Transporter usage does not occur instantaneously. It takes time to set up a transporter procedure on the console before the transporter can be energized. After the slide has been moved and the energizing has begun, it takes several seconds for dematerialization to be completed. During this time, the objects or persons being beamed cannot move or communicate. They are invulnerable to most normal harm during this time, though they can be seen while dematerializing. Transportation takes place at the speed of light, but rematerialization takes several seconds, during which the objects or persons being transported may be seen.

TURBOLIFTS

These high-speed, 10-man, turboelevator cars are moved about magnetically through tubes running through most larger ships, space stations, or planetside buildings. They are computer-controlled and voice-activated; the user simply enters and tells the turbolift where he wishes to go, though manual controls are provided as a back-up. Travel between stations takes at least 10 seconds.

Lift tubes are usually just large enough to pass one car, but there are side tracks in some heavily-used tubes. The computer signals unoccupied cars to move away from an occupied car's path. Normally, there is one turbolift car at each lift station, with several assigned on standby at high-traffic location such as the bridge or engineering. There is never a wait for a turbolift unless the system is manually shut down, or a car is manually stopped at a station, thus preventing another car from getting to that station.

On most large ships using a number of lifts, a central control and repair station monitors all cars. From this station, a single car can be redirected or given special clearance, or the whole system can be shut down. On some ships, 'floating' lift cars 'follow' important officers, automatically positioning themselves at the lift station nearest that officer.

Most known starfaring races, including Klingons, Romulans, and Gorn, use a form of the turbolift in large ships.

WARP ENGINES

Exploration of the galaxy began in earnest with the development of the warp drive by the Alpha Centaurian scientist Zefrem Cochrane. Warp engines produce power through the controlled annihilation of a delicately balanced mixture of matter with antimatter. This power is used to propel a star vessel at faster than light speeds, and the excess is diverted to the ship's power grid for distribution to most of the ship's other systems.

The matter/antimatter mix must be carefully controlled and contained. Most ships equipped with warp engines mount the matter/antimatter mixing chambers and most of the warp drive components in nacelles on outriggers or other supports away from the main body of the ship. This is a safety measure, for if the matter/antimatter mix gets out of hand, the nacelles can be jettisoned to explode away from the ship.

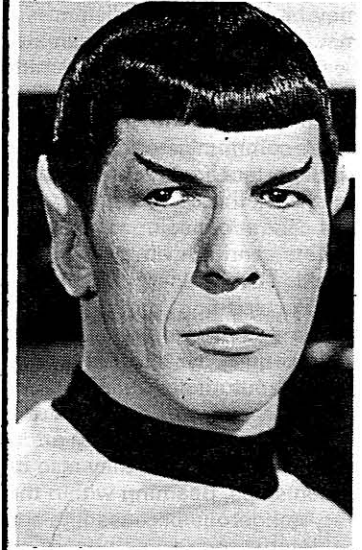
Klingon, Romulan, Gorn and other starfaring fleets use variations of the same warp drive system known to the Federation.



ENTERPRISE PERSONNEL FILE



The crew of the *USS Enterprise* are the most capable in Star Fleet. Skill Ratings and Attribute Scores for *STAR TREK's* familiar characters have been created based on observations of the TV series, traditional fan thoughts and additions, and random speculation. They are above average, for the most part, and most player characters are not likely to have their depth and breadth. These characters are provided here so that players can have models for their own characters. They could even be used by players, particularly by those not already experienced with role-playing games, or they may be recurring NPCs at the gamemaster's option.



Name: KIRK, James Tiberius
Rank: Captain
Serial No.: SC937 0176CEC
Current Assignment: Galaxy Exploration Command, *USS Enterprise, NCC - 1701*
Position: Captain
Race: Human
Age: 34
Sex: Male
Birthplace: Terra United States of America
 STR — 68 CHA — 94
 END — 77 LUC — 98
 INT — 84 PSI — 29
 DEX — 79 DEX — 79
 To-Hit, Modern: 79 Bare-Hand Damage: 1D10 + 8
 HTH: 80 AP: 11

Skills
 Administration 60 Psychology, Human 49
 Carousing 62 Negotiation/Diplomacy 97
 Communication Systems Operation 38 Personal Combat, Unarmed 81
 Communication Systems Technology 11 Personal Weapons Technology 21
 Computer Operation 50 Physical Sciences 28
 Computer Technology 10 Mathematics 15
 Damage Control Procedures 10 Physics 15
 Deflector Shield Operation 20 Planetary Survival, Cool Temperate 66
 Electronics Technology 10 Security Procedures 52
 Environmental Suit Operation 51 Shuttlecraft Pilot 49
 Gaming 82 Shuttlecraft Systems Technology 11
 Instruction 55 Small Equipment Systems Operation 10
 Language, Orion 21 Small Equipment Systems Technology 10
 Leadership 92 Small Unit Tactics 64
 Marksmanship, Archaic Firearms 36 Social Sciences 64
 Marksmanship, Modern Weapon 79 Federation History 86
 Medical Sciences 10 Federation Law 86

Space Sciences 79
 Astrogation 22
 Astronautics 53
 Astronomy 48
 Astrophysics 96
 Starship Combat Strategy/Tactics 62
 Starship Helm Operation 41
 Starship Sensors 32
 Starship Weaponry Operation 29
 Starship Weaponry Technology 79
 Streetwise 66
 Transporter Operation Procedures 91
 Trivia 77
 Life of Abe Lincoln 33
 American History 33
 Warp Drive Technology 33
 Zero-G Operations 10

Commendations: Palm Leaf of Axanar Peace Mission; Gran-
 tite Order of Tactics, Class of Excellence; Prantares Ribbon
 of Commendation, First and Second Class.

Awards Of Valor: Medal of Honor; Silver Palm with Cluster;
 Star Fleet Citation for Conspicuous Gallantry; Karagite Order
 of Heroism

Notes: Once contracted Vegan choriomeningitis, and still
 carries microorganisms in his bloodstream.

Name: SPOCK
Rank: Commander
Serial No.: S179 - 276SP
Current Assignment: Galaxy Exploration Command, *USS Enterprise, NCC - 1701*
Position: First Officer, Chief Science Officer
Race: mixed Vulcan Human
Age: 40 +
Sex: Male
Birthplace: Vulcan Shikahr
 STR — 93 CHA — 62
 END — 82 LUC — 41
 INT — 102 PSI — 97
 DEX — 73
 To-Hit, Modern: 53 Bare-Hand Damage: 2D10 + 6
 HTH: 65 AP: 11

Skills
 Administration 56 Life Support System Technology 18
 Artistic Expression, Vulcan Lyre 86 Marksmanship, Modern Weapon 33
 Communication Systems Operation 14 Mechanical Engineering 21
 Communication Systems Technology 44 Medical Sciences 15
 Computer Operation 91 General Medicine, Vulcan 15
 Computer Technology 58 Human 15
 Damage Control Procedures 10 Psychology, Human 14
 Deflector Shield Operation 11 Negotiation/Diplomacy 10
 Electronics Technology 26 Personal Combat, Unarmed 57
 Environmental Suit Operation 30 Personal Weapons Technology 20
 Gaming 87 Physical Sciences 31
 Instruction 34 Chemistry 92
 Language 48 Computer Science 92
 English 60 Mathematics 80
 Vulcan 52 Physics 77
 Leadership 13 Planetary Sciences 44
 Life Sciences 60 Geology 20
 Bionics 35 Hydrology 10
 Botany 45 Meteorology 51
 Ecology 40 Planetary Survival, Desert 12
 Exobiology 41 Security Procedures 47
 Zoology 41 Shuttlecraft Pilot 23
 Small Equipment Systems Operation 20 Shuttlecraft Systems Technology 27
 Small Equipment Systems Technology 31 Small Equipment Systems Technology 39

Social Sciences 56
 Archaeology, Terran 56
 Federation History 65
 Federation Law 35
 Political Science 62
 Racial Culture/History, Human 46
 Space Sciences 46
 Astrogation 46
 Astronautics 68
 Astronomy 65
 Astrophysics 55
 Starship Combat Strategy/Tactics 35
 Starship Helm Operation 92
 Starship Sensors 14
 Starship Weaponry Operation 39
 Starship Weaponry Technology 04
 Streetwise 71
 Transporter Operation Procedures 42
 Transporter Systems Technology 42
 Trivia 37
 Terran Artists 37
 Terran Poetry 27
 Terran Religious Literature 39
 Warp Drive Technology 38
 Zero-G Operations 38

Commendations: Vulcan Scientific Legion of Honor; twice
 decorated by Star Fleet Command
Awards Of Valor: Star Fleet Award of Valor
Notes: Rare blood type - T-negative



Name: McCoy, Leonard, M.D.

Rank: Lt. Commander

Serial No.: SM831 - 3840

Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC - 1701

Position: Chief Medical Officer

Race: Human

Age: 45

Sex: Male

Birthplace: Terra/United States Of America

STR —56 CHA —81

END —54 LUC —66

INT —83 PSI —52

DEX —79

To-Hit: Modern: 50 Bare-Hand Damage: 1D10 + 2

HTH: 52 AP 11

Skills

Administration 43

Carousing 44

Computer Operation 42

Damage Control Procedures 10

Electronics Technology 13

Environmental Suit Operation 24

Instruction 49

Language, Latin 47

Leadership 47

Life Sciences 47

Bionics 36

Botany 53

Ecology 52

Exobiology 17

Genetics 38

Zoology 38

Life Support Systems Technology 33

Marksmanship, Modern Weapon 20

Medical Sciences 96

General Medicine, Human 42

Pathology, Human 57

Psychology, Human 32

Vulcan 20

Andorian 90

Surgery 66

Negotiation/Diplomacy 25

Personal Combat, Unarmed 46

Physical Sciences 10

Chemistry 20

Mathematics 20

Physics 20

Planetary Sciences, Meteorology 10

Planetary Survival, Cool Temperate 26

Small Equipment Systems Operation 23

Social Sciences 38

Federation History 44

Federation Law 10

Space Sciences 10

Astrogration 10

Astronomy 10

Astrophysics 31

Starship Sensors 52

Streetwise 10

Transporter Operation Procedures 10

Zero-G Operations 10

Commendations: Legion Of Honor

Awards Of Valor: Decorated by Star Fleet Surgeons; Star
Fleet Award Of Valor

Notes: Divorced with one child, Joanna, 20



Name: SCOTT, Montgomery

Rank: Lt. Commander

Serial No.: SE197 - 514

Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC - 1701

Position: Chief Engineer

Race: Human

Age: 45

Sex: Male

Birthplace: Terra/Scotland

STR —61 CHA —62

END —57 LUC —71

INT —91 PSI —22

DEX —66

To-Hit: Modern: 62 Bare-Hand Damage: 1D10 + 10

HTH: 70 AP —10

Skills

Administration 42

Artistic Expression, Bagpipes 54

Carousing 72

Communication Systems Operation 20

Communication Systems Technology 39

Computer Operation 49

Computer Technology 47

Damage Control Procedures 10

Deflector Shield Operation 34

Deflector Shield Technology 41

Electronics Technology 34

Environmental Suit Operation 43

Instruction 34

Language, Gaelic 48

Leadership 52

Life Sciences, Biology 10

Life Support Systems Technology 62

Marksmanship, Modern Weapon 58

Mechanical Engineering 77

Medical Sciences, Gen. Med., Human 10

Negotiation/Diplomacy 33

Personal Combat, Claymore 16

Personal Combat, Unarmed 74

Personal Weaponry Technology 34

Physical Sciences 68

Mathematics 62

Physics 62

Planetary Survival, Cool Temperate 10

Shuttlecraft Pilot 29

Shuttlecraft Systems Technology 69

Small Equipment Systems Operation 35

Small Equipment Systems Technology 45

Social Sciences 32

Federation History 36

Federation Law 36

Space Sciences 30

Astronomy 32

Astrophysics 99

Astronautics 31

Starship Combat Strategy/Tactics 28

Starship Helm Operation 33

Starship Sensors 10

Starship Weaponry Operation 37

Starship Weaponry Technology 48

Streetwise 81

Transporter Operation Procedures 94

Transporter Systems Technology 89

Trivia, Alcoholic Beverages 97

Warp Drive Technology 35

Zero-G Operations 35



Name: Sulu, Hikaru W.

Rank: Lieutenant

Serial No.: SH7730 - 4967

Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC - 1701

Position: Chief Helmsman

Race: Human

Age: 31

Sex: Male

Birthplace: Terra

STR —65 CHA —79

END —63 LUC —81

INT —82 PSI —21

DEX —88

To-Hit: Modern: 75 Bare-Hand Damage: 1D10 + 9

HTH: 68 AP: 12

Sword: 71

Skills

Administration 40

Carousing 41

Communication Systems Operation 31

Communication Systems Technology 44

Computer Operation 29

Computer Technology 10

Damage Control Procedures 32

Deflector Shield Operation 28

Deflector Shield Technology 45

Electronics Technology 10

Environmental Suit Operation 31

Instruction 15

Language, Tellarite 48

Leadership 77

Life Sciences, Botany 54

Marksmanship, Archaic Pistols 54

Marksmanship, Modern Weapon 62

Medical Sciences, Gen. Med., Human 10

Personal Combat, Sword 54

Personal Combat, Unarmed 48

Personal Weapons Technology 5

Shuttlecraft Pilot 57

Shuttlecraft Systems Technology 10

Small Equipment Systems Operation 30

Social Sciences 32

Federation History 78

Federation Law 23

Space Sciences 65

Astrogration 62

Astronautics 62

Astronomy 62

Astrophysics 62

Starship Combat Strategy/Tactics 68

Starship Helm Operation 89

Starship Sensors 59

Starship Weaponry Operation 43

Starship Weaponry Technology 42

Streetwise 51

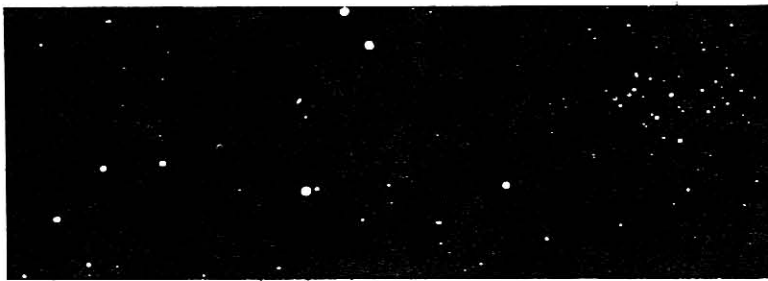
Transporter Operation Procedures 35

Transporter Systems Technology 89

Trivia, Ancient Firearms 10

Warp Drive Technology 10

Zero-G Operations 10



Name: UHURA
Rank: Lieutenant
Serial No.: SK2561 - 1122
Current Assignment: Galaxy Exploration Command, *USS Enterprise, NCC - 1701*
Position: Chief Communications Officer
Race: Human
Age: 29
Sex: Female
Birthplace: Terra/United States of Africa
 STR —54 CHA —86
 END —62 LUC —71
 INT —87 PSI —41
 DEX —89
 To-Hit; Modern: 57 Bare-Hand Damage: 1D10 + 5
 HTH: 58 AP: 12

Skills				
Administration	42	Orion	25	Small Equipment Systems Technology
Artistic Expression, Harp	62	Romulan	23	Social Sciences
Vulcan Harp	31	Leadership	52	Federation History
Vocal Music	94	Life Sciences, Exobiology	14	Federation Law
Carousing	36	Marksmanship, Modern Weapon	25	Racial Culture/History, Andorian
Communication Systems Operation	91	Mechanical Engineering	19	Vulcan
Communication Systems Technology	92	Medical Sciences		Ancient African
Computer Operation	61	General Medicine, Human	10	Space Sciences
Computer Technology	33	Psychology, Human	22	Astrogation
Damage Control Procedures	75	Negotiation/Diplomacy	57	Astronautics
Electronics Technology	38	Personal Combat, Unarmed	27	Astronomy
Environmental Suit Operation	13	Physical Sciences		Astrophysics
Gaming	39	Mathematics	21	Starship Combat Strategy/Tactics
Instruction	38	Physics	34	Starship Helm Operation
Language		Planetary Sciences, Meteorology	10	Starship Sensors
Swahili	49	Planetary Survival, Tropical	37	Starship Weaponry Operation
French	48	Security Procedures	11	Streetwise
Klingonase	40	Small Equipment Systems Operation	28	Transporter Operation Procedures
				Warp Drive Technology
				Zero-G Operations



Name: CHEKOV, Pavel Andreievich
Rank: Ensign
Serial No.: SN2304-0121
Current Assignment: Galaxy Exploration Command, *USS Enterprise, NCC - 1701*
Position: Navigator
Race: Human
Age: 22
Sex: Male
Birthplace: Terra/Russia
 STR —64 CHA —81
 END —59 LUC —60
 INT —81 PSI —11
 DEX —68
 To-Hit; Modern: 55 Bare-Hand Damage: 1D10 + 5
 HTH: 54 AP: 10

Skills				
Administration	30	Leadership	52	Federation Law
Carousing	30	Life Sciences, Ecology	19	Political Science
Communication Systems Operation	23	Marksmanship, Modern Weapon	42	Space Sciences
Computer Operation	43	Medical Sciences, Gen. Med., Human	10	Astrogation
Computer Technology	20	Negotiation/Diplomacy	21	Astronautics
Damage Control Procedures	10	Personal Combat, Unarmed	40	Astronomy
Deflector Shield Operation	42	Physical Sciences		Astrophysics
Deflector Shield Technology	25	Mathematics	40	Starship Combat Strategy/Tactics
Electronics Technology	22	Physics	21	Starship Helm Operation
Environmental Suit Operation	25	Planetary Sciences, Geology	12	Starship Sensors
Gaming	16	Planetary Survival, Warm Temperate	21	Starship Weaponry Operation
Instruction	20	Security Procedures	15	Starship Weaponry Technology
Language		Shuttlecraft Pilot	18	Streetwise
Vulcan	15	Small Unit Tactics	19	Transporter Operation Procedures
Russian	46	Social Sciences		Warp Drive Technology
		Federation History	41	Zero-G Operations



Name: CHAPEL, Christine
Rank: Ensign
Serial No.: SM3561 - 9943
Current Assignment: Galaxy Exploration Command, *USS Enterprise, NCC - 1701*
Position: Head Nurse
Race: Human
Age: 31
Sex: Female
Birthplace: Terra
 STR —59 CHA —73
 END —53 LUC —31
 INT —68 PSI —39
 DEX —71
 To-Hit; Modern: 46 Bare-Hand Damage: 1D10 + 4
 HTH: 48 AP: 11

Skills				
Administration	53	Life Support Systems Technology	34	Planetary Sciences, Geology
Carousing	29	Marksmanship, Modern Weapon	21	Planetary Survival, Cool Temperate
Communication Systems Operation	20	Medical Sciences		Small Equipment Systems Operation
Computer Operation	40	General Medicine, Human	31	Social Sciences
Damage Control Procedures	10	Vulcan	22	Federation History
Electronic Technology	11	Psychology, Human	24	Federation Law
Environmental Suit Operation	16	Vulcan	11	Space Sciences
Instruction	54	Negotiation/Diplomacy	51	Astrogation
Language, Vulcan	15	Personal Combat, Unarmed	25	Astronomy
Leadership	44	Personal Weapons Technology	5	Astrophysics
Life Sciences		Physical Sciences		Starship Sensors
Bionics	22	Chemistry	32	Streetwise
Botany	84	Mathematics	20	Transporter Operation Procedures
Ecology	66	Physics	16	Trivia, Vulcan Cooking
Exobiology	23			Zero-G Operations
Genetics	21			
Zoology	69			

Notes: Originally research biologist - sciences section. Transferred to medical after death of fiancé, Dr. Roger Korby.

Name: RAND, Janice
Rank: Ensign
Serial No.: SV8100-222
Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC-1701
Position: Yeoman
Race: Human
Age: 26
Sex: Female
Birthplace: Terra

STR	—52	CHA	—71
END	—56	LUC	—20
INT	—69	PSI	—45
DEX	—68		

To-Hit: Modern: 53 Bare-Hand Damage: 1D10 + 4
 HTH: 44 AP: 10

Skills

Administration	69	Life Sciences		Planetary Survival, Arctic	31
Carousing	29	Ecology	16	Security Procedures	11
Communication Systems Operation	28	Exobiology	20	Social Sciences	
Communication Systems Technology	10	Marksmanship, Modern Weapon	38	Federation History	52
Computer Operation	31	Mechanical Engineering	21	Federation Law	41
Damage Control Procedures	10	Medical Sciences		Space Sciences	
Electronics Technology	32	General Medicine, Human	10	Astrogration	30
Environmental Suit Operation	16	Psychology, Human	19	Astronomy	32
Gaming	38	Negotiation/Diplomacy	32	Astrophysics	35
Instruction	48	Personal Combat, Unarmed	20	Starship Helm Operation	22
Language, French	10	Personal Weapon Technology	5	Starship Sensors	25
Leadership	28	Physical Sciences		Streetwise	14
		Mathematics	30	Transporter Operation Procedures	79
		Physics	29	Transporter Systems Technology	41
				Zero-G Operations	10

OTHER ENTERPRISE CREWMEN

Name: DESALLE, Vincent
Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC-1701
Position: Asst. Chief Engineering (transferred from Navigation)
Race: Human
Sex: Male

STR	—71	CHA	—61
END	—60	LUC	—38
INT	—76	PSI	—13
DEX	—59		

To-Hit: Modern: 42 Bare-Hand Damage: 1D10 + 4
 HTH: 44 AP: 9

Significant Skills

Leadership	77
Marksmanship, Modern Weapon	25
Personal Combat, Unarmed	28
Space Sciences	
Astrogration	61
Astronautics	80

Name: KYLE, Winston
Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC-1701
Position: Transporter Chief (transferred from Helm)
Race: Human
Sex: Male

STR	—62	CHA	—76
END	—55	LUC	—28
INT	—71	PSI	—22
DEX	—81		

To-Hit: Modern: 62 Bare-Hand Damage: 1D10 + 6
 HTH: 54 AP: 12

Significant Skills

Marksmanship, Modern Weapon	33
Personal Combat, Unarmed	26
Starship Helm Operation	72
Starship Sensors	51
Transporter Operation Procedures	84
Transporter Systems Technology	39

Name: M'BENGA, M.D.
Rank: Lieutenant
Current Assignment: Galaxy Exploration Command,
USS Enterprise, NCC-1701
Position: Medical Officer
Race: Human
Sex: Male
Birthplace: Terra/United States of America

STR	—62	CHA	—77
END	—70	LUC	—4
INT	—84	PSI	—61
DEX	—62		

To-Hit: Modern: 42 Bare-Hand Damage: 1D10 + 4
 HTH: 46 AP: 10

Significant Skills

Marksmanship, Modern Weapon	20
Medical Sciences	
General Medicine, Human	64
Vulcan	53
Personal Combat, Unarmed	30

INDIVIDUAL DATA RECORDS

Name: KOR
Rank/Title: Captain
Current Assignment: D-7 Battlecruiser,
Klothos
Position: Commanding Officer
Race: Klingon
Sex: Male

STR	83	CHA	31
END	77	LUC	21
INT	62	PSI	16
DEX	74		

Significant Skills

Leadership	81
Marksmanship, Modern Weapon	62
Negotiation/Diplomacy	27
Personal Combat, Unarmed	75
Security Procedures, including interrogation	83
Starship Combat Strategy/Tactics	49

Name: KOLOTH
Rank/Title: Captain
Current Assignment: D-7 Class Battlecruiser,
Devisor
Position: Commanding Officer
Race: Klingon
Sex: Male

STR	79	CHA	59
END	81	LUC	36
INT	76	PSI	21
DEX	71		

Significant Skills

Leadership	79
Marksmanship, Modern Weapon	57
Negotiation/Diplomacy	42
Personal Combat, Unarmed	41
Security Procedures, including interrogation	69

Name: JONES, Cyrano
Race: Human
Sex: Male

STR	41	CHA	88
END	32	LUC	02
INT	62	PSI	17
DEX	42		

Significant Skills

Carousing	87
Negotiation/Diplomacy	77
Small Vessel Pilot	61
Social Sciences	
Economics	89
Federation Law	32

Name: MUDD, Harcourt Fenton (Harry)
Race: Human
Sex: Male

STR	50	CHA	73
END	47	LUC	24
INT	81	PSI	14
DEX	48		

Significant Skills

Carousing	78
Negotiation/Diplomacy	83
Small Vessel Pilot	72
(License suspended)	
Social Sciences	
Economics	92
Federation Law	81
Streetwise including forgery, bribery	64

Notes: Con man and rogue. Alias: WALSH, Leo Francis, among others.

Name: SAREK
Race: Vulcan
Sex: Male

STR	—90	CHA	—81
END	—79	LUC	—50
INT	—105	PSI	—89
DEX	—69		

Significant Skills

Computer Technology	81
Negotiation/Diplomacy	98
Space Sciences	
Astronomy	94
Astrophysics	96

Notes: Former Vulcan ambassador to Federation Council; Chief Vulcan negotiator at Babel Conference; Married to Amanda Grayson of Terra; one child, Spock, serving with Star Fleet.

Name: SINGH, Kahn Noonian
Race: Human (genetically improved)
Sex: Male

STR	91	CHA	99
END	104	LUC	56
INT	96	PSI	62
DEX	98		

Significant Skills

Administration	71
Leadership	98
Medical Sciences	
Psychology, Human	84
Negotiation/Diplomacy	67
Personal Combat, Unarmed	69
Planetary Survival, Desert	89

THE STORY OF LEE STERLING

LT. COMMANDER, STAR FLEET

By Guy W. McLimore, Jr.

This story is presented to help new players create characters for STAR TREK: The Role Playing Game. Each section of the story deals with a different section of the rules. As you read the story and follow the examples, you can see how to create a character of your own. At various places in the story, you will be directed to pages in the rule book appropriate to the development of the character. After you have read a section of the rules and created part of your own character, the rule book will refer you back to this story. Just pick up where you left off, and read on until you are told to refer to the rules again. When the story is over, you will have read all of the character creation rules. More importantly, you will have a character of your own, and you can fully enjoy the fascinating universe of STAR TREK.

"Is that it?" The voice of the girl was full of impatience. "Can you see it yet?"

"Shhh!" hissed the tall, lanky boy hunched over the backyard telescope. "These settings are delicate. Like Dad says, an astronomer can't rush the stars."

He fiddled with a dial. The computer-augmented instrument hummed briefly, then brought the bright blur into sharp focus. The boy gasped softly at the rectangle of regularly spaced lights, an artificial construct in Earth-orbit. The computer-assisted 'scope his father had given him was not capable of further resolution, but his imagination filled in what was too far away to actually see — a great starship in orbiting drydock!

"It's beautiful," Lee Sterling told his friend as he vacated the eyepiece so she could look. "You can't quite make out the ship, but the drydock lights show up clear as anything!"

The pretty redhead, as petite as her friend was tall, had to stand on tiptoe to look through the eyepiece. She gazed through the eyepiece and whistled softly under her breath. "Sure is pretty, Lee. Which ship is that?"

"It should be the *Constitution*, according to the newsfax," he replied. Like many 13-year-old boys with an interest in space, Lee kept close track of the comings and goings of the big ships of Star Fleet. "Dad got a chance to look around her once. He met her Science Officer at a Luna City astronomer's conference when she was in for maintenance and got invited aboard. Mom went, too, but I was too little."

The young girl politely gave up the eyepiece so Lee could look again. Were those flickers of light he saw the steering motors of work bees, or were they just his imagination?

"Next month I'll have enough saved up for a repeater screen for this thing," Lee explained, adjusting the eyepiece. "Then we can both look."

When Lee next looked up, his friend was sitting on the ground, gazing intently upward — not at the dim light of the drydock, barely visible to the naked eye — but at the full moon. "Lee," she asked for the thousandth time, "what was it like on the moon?"

"In the moon," he reminded her, folding his long legs under him and sitting down next to the fixed scope mount. "No one lives on the surface," he said as he looked up at the bright lunar orb. "I don't remember anything about it, really. I was only two when Dad was reassigned to Earth."

Mom says I cried because I had trouble adjusting to the gravity change after being born in Luna City. Now Dad's out at Faraway Observation Station, out beyond Pluto."

"... And I'm still here," he added to himself.

"I want to go, someday. To Luna City, then out to the stars. Casey O'Connor, space explorer..."

Lee's companion had a dreamy, faraway look in her eyes. The dream they shared, more than anything else, cemented their friendship.

"We'll go, Casey," Lee assured her. "Dad couldn't qualify when he was my age, but he says I'll make it if I keep at my studies." Lee smiled, and gave Casey a playful nudge with his elbow. "You'll make it, too!"

The conversation was interrupted suddenly by the persistent buzz of Lee's pocket phone. He dug it out and flipped open the grid. "Hello," he answered, "Lee Sterling here."

The speaker grid crackled a bit on the old-model, voice-only instrument, but the reply was clear enough. "Lee, this is Uncle Dave. Can... can you come back to the house right away, please. It's important."

Lee could hear the hesitation in his uncle's voice and realized something was very wrong. He hadn't even known Uncle Dave was in town. "On my way," he replied, snapping the grid closed as he got up quickly. Casey followed Lee back up the path over the hill to the house.

NEWSFAX — Dateline Luna City: Today, officials of the UFP Academy of Sciences, Luna City Division, confirmed the destruction of Faraway Astronomical Observation Station in a freak collision with an uncharted planetary fragment. The fragment, which went undetected because of a minor failure in the station's sensors, impacted the station and destroyed it early Thursday evening in the middle of the station's daily subspace-radio report. Star Fleet Merchant Marine Command rescue teams report that all hands were lost. The station was commanded by astronomer Dr. William B. Sterling."

"Quite a party, Lee!" said the sturdy teenager as he approached smiling. "My compliments to the committee, even if the only reason you were on it was because you were the only one who could reach the ceiling without a ladder."

Lee smiled back and bowed gracefully. At a height of 206 cm (6'9"), Lee knew his friend's jest was only just barely untrue. "On behalf of the committee, thanks for the compliment, D.W." He looked around at the gaily-decorated gymnasium, done up in gold, blue and red bunting. Above their heads sailed a large starship model, and the walls glowed with a thousand points of light, like a galaxy of stars.

A dark-haired girl approached, and wrapped one arm around D.W. "Well," she said to Lee with an amused smile, "it's easy to see who chose the theme for the year-end party! How's our resident starman?"

"Nervous, and it isn't just graduation," Lee admitted. "I haven't heard about my application to Star Fleet Academy yet," he said as he sighed and shook his head. "Maybe my physical scores were too low to make it after all. Coach Cherterton said I might have trouble with the strength and endurance minimums. You wouldn't believe all the testing they did."

"Relax, Lee," the dark-haired girl said confidently. "You're tall and wiry instead of big like D.W., but that's no handicap in Star Fleet. They're looking for minds as well as bodies. Casey says you're a sure thing. They had to be impressed with your scores in astronomy and planetary ecology. Mr. Carlos sent a report about your extra-curricular work in electronics, and I know you got some great recommendations from the faculty. I ran the dictation tapes through the voice-typer myself!"

She touched her friend's arm gently. "Your Dad would be very proud of you, Lee."

"You see why I keep Jacqueline around?" mocked D.W. "Sometimes it helps to have a girlfriend who works part-time in the school office. By the time the two of us graduate next year, we'll own the place."

"Dr. Kavendish says he only keeps me around because I'm the only one who can program the file computer," complained Jacqueline good-naturedly. "Why can't anyone appreciate me for my beauty instead of my mind?"

"Speaking of beauty and brains," D.W. commented, "where are you hiding Casey? If you're taking off for the Academy, I'd think you two would want to spend as much time together as you could. She's stuck with the rest of us for one more year."

Lee shrugged. "Darned if I know where she is," he said, puzzled. "She helped finish decorating and then took off suddenly. She said something about not worrying if she was a bit late getting back. I haven't seen her since."

"She'll turn up," said Jacqueline. "Meanwhile, you can dance with me while D.W. spikes the punch again."

"Thanks a lot! Be careful, Lee," D.W. called after them with mock seriousness. "She always tries to lead!"

Seeing that Lee was safely distracted, petite Casey O'Connor entered from the darkened hallway and went over to D.W. "All set," she confirmed. "But this was still a dirty trick to hide the notice until now!"

"He'll love it," D.W. reassured her. "Watch this!"

On a raised platform at the front of the gymnasium, class president Aaron Kling stopped the music and called for the attention of the assembled students. "Can you all hold it for a second," he called. "We have an important announcement. We have a graduating senior who has achieved a special honor — but he doesn't know it yet. We pulled a fast one on him so we could announce this tonight and see his face when he heard the news."

Aaron held up a paper so the crowd could see it, then started to read it aloud. "On behalf of the Commanding Officer and the faculty of Star Fleet Academy, it is our pleasure to confirm the appointment to the Academy of Lee David Sterling as a Cadet."

Lee didn't hear the rest — his ears were ringing with excitement and the cheers of his friends and classmates. Jacqueline, standing next to him on the dance floor, smiled and pointed, and he caught the eye of Casey across the room. She waved and gave him a "thumbs-up" signal. Lee was on his way to the stars!

You can follow Lee Sterling's career while preparing your own Star Fleet character. Follow the rest of the story and stop at the end of each section, where there will be a reference to the rules on character generation. Follow the rules and you can create a character with dreams similar to Lee's.

*To see how you measure up to Lee in Star Fleet's initial physical and testing, turn now to the chapter on character creation, found on page 15. The sections **Assigned Ship, Rank, And Position, Choosing A Race, and Creating Attribute Scores**, should be read at this time. If you have not already read the **Introduction** and the chapter on **Defining A Character**, they should be read first.*

Somehow, this wasn't exactly what Lee Sterling had imagined! The 18-year-old Academy applicant had expected applying to Star Fleet Academy would mean thorough testing. Now, after 13 hours of rigorous testing, he had a much better understanding of just how inventive the tests could be!

The psychological and aptitude testing was mostly a more-thorough repeat of things he had done in his high school career. The physical tests, however, were grueling and, in some cases, quite surprising.

Surprise was the whole point of one test. Lee and the other applicants were asked to do a series of simple calisthenics — no problem! After a few minutes, however, Lee began to realize that he was expending more effort to do the simple exercises than he expected. He knew he was not a physical superman like the applicant next to him, a Vulcan, but he couldn't be getting tired so easily!

Suddenly the answer came to him. Slowly, subtly, an artificial gravity field in the room was being increased. Lee felt noticeably heavier now, but, grimly, he continued, forcing his muscles to compensate for the increasing gravity. Straining, he hung on, collapsing only after the field had been increased to more than 2G, twice what he was used to and far more than the gravity of his birthplace.

The last physical test came late in the afternoon. The applicants, recovered from the morning's workout at raised and reduced gravities, were subjected to a series of simulated acceleration tests. Artificial gravity fields pressed each applicant deep into a contour chair with ever-greater pressure, much like the centrifuge testing used by the 20th-century astronauts Lee had read about.

The heart function, breathing, and other life signs of each applicant were monitored at all times by built-in tricorder circuits. The constant attention was for the applicant's own safety, because this test continued until he "had a reaction", as the Medical Officer in charge politely put it. The reaction was loss of consciousness.

The test made sense to Lee. After all, his endurance limits must be known by the Medical Officers so they could design a physical training program to stretch his limits without injuring him. After the test, Lee woke up exhausted and all too willing to collapse into bed at lights out.

*Lee's endurance tests told the Medical Officers about his physical limits. To find out your own character's limits, turn to the **Creating Endurance Statistics** section of the character creation rules, page 17. If you have not already read the chapter on **Injury, Medical Aid, And Recovery**, now would be a good time to read it.*

Lee's first love was science, particularly astronomy. But in his first year of the Academy, he learned that Star Fleet requires that all officers receive a well-rounded education in the basics of what every good officer should know.

The freshman Cadets were particularly surprised to find that a great deal of emphasis was placed on such subjects as alien languages, Federation history and law, and various life, physical, and planetary sciences. Classes in computer programming and operation, marksmanship, unarmed personal combat, and leadership training were less surprising, but just as demanding.

Of course, the basics of space science, particularly astronomy and astrophysics, were taught to all Cadets. Lee discovered that, despite his head start in this area, he had to work hard to keep up with the required readings and study. Lee really enjoyed his first taste of being a spaceman — his classes in environmental suit use and in zero-G operations. Other classes he enjoyed dealt with starship equipment systems, particularly the powerful sensor probes.

* * *

Lee Sterling, second-year Cadet, walked down the row of freshman Cadets that stood before him in gym clothes. "All right, some basic calisthenics, then," he called. "Push-ups, first..." Lee nodded across the room at a fellow Cadet who stood by a control panel, and the other Cadet smiled back and touched a switch. A few minutes later, as the artificial gravity field began to increase, Lee remembered when he had done this a year before. It was going to be a long, long day for this group of newcomers!

One of the freshmen caught Lee's eye and winked – not a very military attitude, but Lee simply smiled and winked back. D.W. Davidson started his pushups, and Lee wondered if his friend would be too tired to talk to him later. Lee had known, of course, that Casey planned to enter Star Fleet, but it had come as a surprise to Lee when D.W. and Jacqueline had applied as well.

Later, Lee's thoughts turned to the freshman from his home town as he went to an advanced class in computer operation. Jacqueline and Casey had always been better with computers than Lee had been, but after this first day of testing, neither young woman would have the energy to help him study.

Lee remembered the graduation party a few months before. He had arranged a short leave and surprised Casey, D.W. and Jacqueline by attending. Aaron Kling, who had graduated with Lee, had given up his independent law studies and negotiated a transfer to the Academy mid-year. He got leave, too, and the five had enjoyed three days of celebration before Lee and Aaron had to return. It was not often that a backwater school in a small town like Lee's filled five Academy slots in two years, and they were all celebrities there because of it. Now Lee was hitting the books in physical chemistry. Once a week, he squeezed in a game of 3-D chess with Sarlo, the Vulcan student who was Academy champion. Someday, before graduation, he'd like just once to beat his emotionless partner. Perhaps that would shake his perfect Vulcan cool.

Lee's advanced classes were piling up now, and there would be all too few chances to see his friends outside of class. Later in the week, perhaps, they would have time to get together. Lee had chosen advanced classes in zoology, physics, and geology, as well as in ecology, chemistry, astronomy, and computer operation. In language studies, he decided to learn a sampling of the Vulcan tongue. Lee knew that some of his roughest competition for choice assignments in the sciences would be from Vulcan officers, and he hoped that a working knowledge of the Vulcan language would help him understand how Vulcans thought and reacted. The language was difficult – among the most difficult of Federation languages – but Lee's teacher, Lt. Sanat, had the endless patience typical of a Vulcan. He even taught Lee the basics of playing the Vulcan lyre.

While Lee and his friends complete their studies, you can have your character complete his term in Star Fleet Academy by choosing the optional skills he will learn while there. Turn, now, to the sections on Pre-Academy Skills, Joining Star Fleet, and Star Fleet Academy of the character training rules, beginning on page 18.

Near the end of Lee's last year at the Academy, his class was required to attend lectures designed to make them familiar with the various branches of Star Fleet service. Lee already knew he was most interested in the Science Branch. He had already decided on his goal – to become the Chief Science Officer aboard one of the big *Constitution* class vessels like the *Hood* or the newly-commissioned *Enterprise*.

Even so, Lee was fascinated by the lectures, learning about the wide range of expertise required for the various

branches. Each specialty area proved to be more complicated in their requirements than Lee had imagined. Furthermore, Lee paid special attention because he had promised to tell his friends about the departmental requirements. Lee took notes now for all of them.

Navigators and Helm Officers shared many duties, Lee found, and so the educational requirements in these fields were similar. Navigators were required to know some of the helm operations and Helmsmen were required to know some astrogation; both needed extra training in using the starship sensors and in computer operation. Lee found that a Navigator, usually in charge of a ship's deflector shield controls, had to be well-versed in the operation of and the technology behind these complicated devices. Similarly, Lee found that Helm Officers were often responsible for the ship's weapons systems, and needed to know phaser and photon torpedo technology inside out, as well as the skills necessary to steer a starship in combat.

The Engineering Officer who lectured displayed the fierce pride in workmanship that had been the hallmark of ship's Engineers since the early days of ocean-going vessels. To them, Engineering was a sacred trust, with no greater reward possible or necessary than a smoothly-operating vessel. To insure this, Engineering Officers studied ALL the technical aspects of starflight, including the mighty-but-delicate controls that turned the raw power of matter/anti-matter annihilation into warp drive.

Though Lee's early scientific interests were outside the life sciences, he found that the Medical Branch required a surprisingly wide range of talents. Medical men learned the anatomy and physical structure of many races besides their own, in addition to practical training in psychology, life support systems, and computer operation – this last centered in the operation of the medical tricorder and various computer-assisted diagnostic devices. Lee found that most of the Cadets preparing for a career as a Medical Officer (as well as those preparing for Engineering and Science Branches) of Star Fleet would be older when they graduated from Branch School than those in other branches, because of the extra study involved.

Lee had always thought of communications as being one of the easiest jobs in Star Fleet. That notion left him when he discovered that communications officers were all required to become experts at the technical side of their equipment, as well as in the linguistics and customs of hundreds of cultures. All communications officers learned several languages, and as Lee recalled how his throat ached after trying to master Vulcan vowels for three years, he reassessed the difficulty and importance of the communications post.

"Security," said one officer who lectured in the traditional red-shirted uniform of that branch, "is more than armed guards and police action." The lecturer discussed at length how a successful security officer must be something of a planetary survival specialist, a lawyer, a practical psychologist, a weapons repairman, a zero-G combat expert, and a military tactician, as well as an expert marksman and unarmed fighting master. The security department was well-known as being among the most dangerous in Star Fleet, and the lecturer seemed proud of the fact. "Security is dangerous because it falls to us," he told the Cadets, "to stand between the unknown and the Star Fleet Officers who challenge and study it."

Finally, the lectures on the Science Branch began, and confirmed what Lee's first year of study had led him to suspect. If he wished to make it as a Chief Science Officer aboard a large starship, Lee would have to broaden his education considerably. Certainly, astronomy and astrophysics were

important; every Science Officer, no matter what his specialty, was required to study them. Lee found that some Science Officers centered most of their education in one field, like botany or geology. Although these officers were valuable assets in their areas, the coveted job of Chief Science Officer on a major starship usually went to someone with skill in a wide range of fields. Physical chemistry, zoology, botany, physics — the list was endless. No one could hope to master them all, but Lee found that a good officer would know a great deal about one or two, and a smattering of each of the others. He also found that a Science Officer had to be an expert with both computer operation (especially the portable tricorder devices and ship's library computers) and sensors (for remote readings on scientific data). It seemed to Lee that his next year and a half would likely be even more difficult and absorbing than his first years at the Academy had been.

*Now you can choose a specialty for your character just as Lee has had to do. You will begin to build the specialty skills your character will need by adding skills from your chosen area. Turn to the **Branch School** section of the character training rules, found on page 20.*

The anticipation was so great, Lee could hardly stand it. After five and one-half years of incredibly hard work at Star Fleet Academy, graduation was coming. But even more important than graduation itself was the posting of passed Cadets, now new Midshipmen, to ships of Star Fleet for their six-month Cadet Cruise. Lee sat in his room, unable to concentrate on his studies. At 1600, sharp, the postings would be available on the network of study terminals throughout the Academy complex. Lee had punched in a program that would display the data on his room's terminal as soon as it was ready. Until then, he would pace in frustration.

Lee's door buzzer interrupted his nervous thoughts. He touched a control, returning his door function to automatic, and it slid open.

"So what's the word?" D.W. Davidson entered, grinning. Lee knew that D.W. was quite aware the postings weren't up yet, but D.W. could never resist poking a bit of good-natured fun at Lee when the occasion arose. Entering with D.W. were Jacqueline Lopez and Casey O'Connor.

"I thought you three had exams tomorrow," Lee said quizzically, rising to greet them. "Taking a study break?"

Casey laughed as she sat next to him. "As if we'd leave you here alone in your hour of nervous collapse! What are friends for?"

Lee tried to act unconcerned. "Oh, I'm not worried — one ship is as good as another, I suppose..."

"Sure, Lee," Jacqueline said in a mildly sarcastic tone. "You don't care where you're posted — as long as it's to a *Constitution* class ship!"

"Everyone wants a big starship like the *Enterprise*," Lee confirmed. "But very few get posted to one! After all, there are only so many openings..."

"... And intelligent students like you have an edge to get them," D.W. interrupted. "Everyone knows that! I'll bet YOU end up on the *Enterprise*! They say her new captain, Christopher Pike, is quite a commander! Maybe you'll..." D.W.'s comments were cut off by the buzzing of the room computer terminal. It was 1600 exactly, and the postings were up.

"Passed, Cadet Sterling, Lee David," read Lee aloud from the screen as his friends gazed anxiously over his shoulder. "Posted to Exploration Division..."

"All right!" yelled D.W. excitedly.

"...scoutship *USS Daniel Boone*," Lee finished, his voice dropping to a whisper.

"Huh? Oh, darn!" D.W. suddenly realized that his friend had been posted, not to a *Constitution* class ship, but to a small scout in the same division.

"No, you don't understand," Lee explained hurriedly. "That's not bad at all. Sure, I'd have liked to get a big starship, but the *Boone* is scheduled to make a run through unexplored space! I'll be right out on the frontier, where I wanted to be!"

"Then it's all right? You still want to celebrate?"

"Sure!" Lee smiled at his three companions. "Let's round up some of the other passed Cadets and have a party!"

All too soon, there would be time for Lee and his friends to realize that the cruise would put them millions of miles apart for almost a year — longer, since they would all be leaving on their own Cadet Cruises, perhaps even before he returned from his own. Time later, though, for goodbyes. For now, all Lee could think about was the vastness of uncharted space, and about his role in bringing its knowledge back for all people everywhere.

*To find out what Cadet Cruise assignment your own character will receive, turn to the **Cadet Cruise** section of the character training rules, on page 21.*

"Midshipman Sterling reporting, sir," Lee stood at attention in front of his commanding officer's desk. Many Star Fleet captains were less strict about military precision, but Capt. Parvenu was of the old spit-and-polish school. He ran a taut ship, and his precise manner in command decisions had saved the *Boone* more than once.

"At ease, Sterling," Parvenu said, never looking up from his data screen. Lee couldn't see what it said from here, but it must be pretty interesting from the captain's reaction. Lee relaxed his posture just a bit, clasping his hands behind his back.

Finally, the grey-haired captain looked up. "Science Officer T'Palla tells me you're the one responsible for this report the survey party filed. Is that so?"

"Ooops," thought Lee, "that must be the bio report on the screen."

"Yes, sir," Lee confirmed out loud. "That's my report."

Parvenu leaned back in his chair and scowled. "I thought your specialty was astronomy, not biosciences, Sterling. Yet you come up with a conclusion that the planet we're surveying is unsuitable for colonization. It looked good to the independent scout who came through here the first time."

"He didn't spend much time on the planet, sir," said Lee, somewhat defensively. "All the lifeforms appear to work cooperatively. The planet's ecology is geared to resist change — and colonists bring change. I advise against colonization until the matter can be studied further."

"That's very interesting advice, but a bit out of your specialty," Parvenu frowned at the screen. Lee said nothing. His work on this project WAS out of his specialty area, but a Midshipman like Lee was supposed to be learning on-the-job. That's why T'Palla had put him in charge of the biosciences report in the first place.

"It so happens," Parvenu continued after several nerve-racking moments, "that your report is right on the money. I'm no biosciences expert either, but my shipmates and I ran into a similar situation on a colonization project when I was about your age. The planet's ecology was so delicately balanced that anything we did made it seem like the whole blamed world was at war with us. It cost fifteen good men's lives to find out that planet needed 'further study.' Perhaps your work here has enabled us to find that out at a much more affordable price."

Lee tried not to show his surprise. The 'old man' was actually smiling!

"T'Palla's putting you in for a departmental commendation," Parvenu told Lee, "and I'm endorsing it. Not a bad way to round out your Cadet service, Midshipman. The commendation, along with your grades and service reports,

should put you on the Honors List." He stopped a moment, then turned off the computer screen. "Six days from now, after we make port, I'll have to call you Ensign Sterling!"

* * * * *

Ens. Lee Sterling smiled softly as the young midshipman sent to ferry him gently docked the travel pod with Academy Station's port personnel airlock. It seemed like only yesterday he'd left here as a wet-behind-the-ears midshipman, aboard the dear old *Boone* for his Cadet cruise. Now, six years and two starside assignments later, he was back, posted to Department Head School.

Lee had worked hard for this chance. After leaving the *Boone*, he'd hoped for assignment to a *Constitution* class starship, but that long-held dream had eluded him. Instead, he spent a year as a Science Officer aboard a Military Division vessel patrolling along the Romulan Neutral Zone. The tiny, but heavily-armed, scout he'd served on had hardly needed a trained astronomer, and they'd seen no action of any kind.

Next, he'd been sent to the Merchant Marine Division. At first, Lee looked on the assignment as a loss of status, figuring he couldn't be any farther from the big starships and still stay in space. Now, after 5 years as a Science Officer aboard a huge, bulk-cargo ship, he held the same opinions, only more strongly. He wasn't happy with the routine sensors work on cargo milk runs, and longed for the excitement of scientific exploration. Five years of faithful service had earned him a shot at Department Head School, and when it was offered he grabbed it, hoping to better his chances at more important assignments.

* * * * *

Over the next year, Lee learned the skills of administration and found that Department Head School was even harder than the Academy had been during his Cadet days. The dry-but-necessary knowledge of Star Fleet's vast administrative structure occupied much of his time, but he took more interest in studying advanced computer operation and technology. Furthermore, his extra coursework in astronomy, physical chemistry, and geology demanded that he gain even more skill in an environmental suit. For exercise, he chose to work out with the unarmed combat specialist.

What surprised Lee the most was his aptitude for leadership. He discovered that his work seemed more important to him, no matter the assignment, when other people depended on his abilities and looked to him for guidance.

After the one-year course, his automatic promotion to full lieutenant more than made up for the hard work and long hours. Better still, Lee was again headed to the stars!

*If your character will serve as a Captain, a First Officer, or a Department Head aboard a Star Fleet Vessel, he will attend Department Head School at some time in his career. Provision is made for your character to follow this procedure now if he is to go to Department Head School. Don't worry about your character's post-Academy assignments and experiences at this time. All of the experiences that a character has between his Cadet Cruise and the beginning of the game, no matter when they may have occurred, are covered later. Turn now to the section on **Department Head School** of the character training rules, found on page 22.*

If your character will not attend Department Head School read on.

"Atten - tion!"

Through the Great Hall of the Kafta VII Colonial Office, the assembled officers of Star Fleet's Sector Colonial Staff snapped to attention. The civilian officials of the colony stood straight and tall, and the rest of the crowd rose also to their feet. Lt. Lee Sterling kept his eyes fixed straight ahead and tried to look smartly military, repressing a grin.

On opposite sides of Lee stood Kafta VII's Colonial Administrator, "Cool Jack" Delmar. For a man with a reputation for absolute calm, he looked almost flustered as he unrolled an elaborate scroll and began to read.

"On Stardate 1257.6 local, Lt. Lee Sterling of Star Fleet's Colonization Division was serving as Astronomical Department Watch Officer aboard the colony support vessel *USS Mayflower*, in orbit about Kafta VII. While making routine observations of the system's sun, Lt. Sterling noticed a small streak on a photographic plate. Working on his own time and on his own initiative, he pursued the matter with further observations, soon confirming the movement of a small asteroid of mass approximately 150,000 kilograms through the system. Lt. Sterling projected the course of the object and discovered it would hit the planet itself in three standard days."

The grey-haired civilian paused, looking over the crowd, then continued. "In the opinion of Lt. Sterling's superiors, the timeliness of Lt. Sterling's report and the quality of his work made it possible to warn the Colonial Government of the impending strike in the area of Kafta VII's largest settlement. Because of these actions, a successful evacuation effort saved the lives of 15,000 citizens of our planet."

"In grateful appreciation of his efforts, the Colonial Office of Kafta VII hereby presents Lt. Sterling with an official commendation for service to the colony, and names him an Honorary Citizen of Kafta VII. On behalf of the grateful citizens of our world, let me express our most heartfelt gratitude."

The cheering went on for a few minutes before it was quieted by a gesture from the administrator. "And now," he said, "I believe Admiral Hollister has a presentation of his own."

Lee was surprised, but sure enough, there was the Admiral making his way to the podium. Hollister, the Sector Chief Of Colonial Operations, looked like a quiet rural school-teacher, but he was one of the most respected officers in the division. Lee stood solidly at attention, and wondered what had brought the admiral all the way out here.

"Forgive me for catching you by surprise, Lieutenant," the admiral said mildly as he took the podium. "I just couldn't resist making this announcement myself. In action last week by the Star Fleet office of Colonial Operations, and in response to recommendations by the commanding officer of the *Mayflower* and the planetary government, Star Fleet is pleased to confer the Star Fleet Silver Palm Award For Meritorious Service to Lt. Lee David Sterling, along with a promotion to the rank of Lt. Commander." The mild little man in the admiral's uniform smiled broadly as he stepped over to Lee and shook his hand, then pinned the coveted Silver Palm to Lee's dress uniform tunic. "Congratulations, Commander Sterling," he said. "Wear it proudly."

* * * * *

School and more school! Star Fleet Officers must be among the best-trained in the whole universe, for all the money and time lavished on their education, thought Lee. After all, it had only been six years since his last posting to Star Fleet Academy for Department Head School, and now here he was again, back for Command School.

Things were looking up for Lee. Though he had not yet had a chance to get back into exploration, his third and fourth postings had kept him on the move, first in the Merchant Marine Division and, until just recently, in the Colonization Division. He had done well, though, and the commendation he received from the Office Of Colonial Operations, his Silver Palm, and his promotion had earned him a chance at Command School. He was determined to make the most of it, for he still had not lost sight of his dream.

At the school for training Star Fleet command personnel, simulator training in starship combat tactics was exciting,

but Lee knew it was not his strongest interest. He saw where such knowledge would benefit any top-line officer, but he knew it was unlikely he'd be called on to make practical use of it in the Science Branch.

The other changes Command School made in him were much more important. He now had a taste of the big picture — the reasons behind his service. No assignment was small or unimportant. When he found himself ordered to report as Science Officer back aboard the colony support vessel *Mayflower*, he no longer felt slighted. Not everyone could serve on a big starship. He still dreamed of the *Enterprise* and her huge sister ships, but he felt pride in what he accomplished, no matter where. What mattered was space, and making his efforts count in taming that final frontier.

*If your character is to serve as a Captain or First Officer during the game, he will attend Command School at some time in his career. If your character will attend this school, provision is made for you to follow this procedure at this time, before the remainder of your character's experience is determined. If your character will attend this one-year training, turn to the **Command School** section of the character training rules, found on page 22. If your character will not attend Command School, read on.*

Back in his quarters, Lee could hardly contain his joy. With his tour of duty aboard the *Mayflower* nearly over, he had received orders to report for reassignment aboard the *Boone*, where he had served on his Cadet Cruise. The Vulcan T'Palla, who had been Lee's superior on that cruise, was returning to reenter civilian research, and Captain Parvenu had requested Lee's assignment as Science Officer.

Even better, Lee's old friend D.W. Davidson, now Lt. Davidson of Security Division, was serving aboard the *Boone* these days. It was going to be a homecoming in a lot of ways, and Lee — at long last — was back in an exploration vessel after 15 years.

*The rest of your character's Star Fleet career can be worked out now, using the **Post-Academy Experience** section of the character training rules, found on page 23. Your character's assignments and service will be determined by dice rolls, and influenced by what position he or she is to fill aboard ship when the game campaign begins. Keep the final goal in mind when rolling for assignments, terms, and the resulting skills learned during this time. After you have done this, return to the story.*

"Come in!" Lt. Cmdr. Lee Sterling called as his door buzzer sounded. A burly security officer entered, looking a bit nervous.

"May I speak with you a moment, sir?" said the lieutenant.

Lee smiled briefly as the door slid shut behind his visitor. "O.K., knock off the 'sir' bit, D.W.," Lee said with a chuckle. "Since when does one of my oldest friends get formal with me in private?"

"I need to stay in practice," D.W. Davidson replied, relaxing and slumping into Lee's easy chair. "Listen, Lee," he continued. "There's a silly rumor going around that you're getting pulled off this assignment. We're in the middle of a five-year cruise — there's no truth to it, is there?"

Lee ran his fingers through his hair and sighed. "There's no such thing as a secret around this tub, is there?" he said ruefully.

D.W. jumped up out of the chair, surprised. "You mean it IS true? What happened? Did you request a transfer, or is the Old Man still upset over that little altercation on Celestria? I told him I threw the first punch..."

Lee laughed. "You were the first one knocked out, too.

No, it's nothing like that. The *Lexington* just came back minus a Science Officer. They requested me."

The news sank in slowly. "The *Lexington*?" D.W. began to smile. "Isn't that Casey's ship?"

Lee nodded. "She's Chief Communications Officer now," he confirmed. "I guess she put in a good word for me."

"That calls for a celebration!" D.W. opened a cabinet and retrieved two glasses and a flask of Antarean brandy.

"More than you know," Lee said cryptically, uncorking the bottle and pouring the fragrant, pale blue liquid. "Rank has its privileges, you know."

"So you keep reminding me," said D.W. sarcastically, saluting with his glass and sipping the brandy.

"One of the privileges," Lee continued, "is the chance to pull a few strings here and there. The *Lexington* is short a few security men, too. How'd you like to go with me?"

D.W. stopped with the glass halfway to his lips. "Go..." he stammered. "You mean to the *Lexington*? You'd better believe I want to go!"

"In that case," Lee said, raising his glass, "let's make this a toast to old friends, old dreams, and new beginnings for both."

*Finally, Lee has achieved his ambition and become Science Officer aboard a big starship. If your character will serve aboard a Constitution class ship during the campaign or adventure, as Lee will do aboard the *Lexington*, his last term will be in the same position (Science Officer, in Lee's case) aboard a smaller exploration ship. Keep this in mind when working out the character's last term of service experience. Turn now to the section on **Character Age**, found on page 25 of the character training rules.*

May your own Star Fleet character be as successful and happy finding a place in the STAR TREK universe!

"D.W.? I'm lost," said the tall man in the Star Fleet uniform as he scratched his head and gazed at a small map in his hands. "I think Jacqueline's map is out of date."

His companion, a dark-haired lieutenant in the red-shirted security uniform shook his head. "It can't be too far wrong, Lee," he insisted. "She wrote me that she'd been here just two months ago. The restaurant has to be around here somewhere." He took the map and studied it closer. "Now this street goes north and south."

"And it isn't even on that map at all!" the tall Lt. Commander interrupted. "I told you we should have gone to one of the places near the spaceport."

"Tourist traps — just tourist traps! I promised you something special, and Jacqueline says this place is great. After all, it IS your 40th birthday, and we don't get shore leave all that often." D.W. traced a thin line on the map with a finger, then peered into the darkness down the street. "I think if we cut through that alley up there we'll find the right street." He started forthrightly down the dark thoroughfare, Lee trailing along reluctantly behind.

"At least we managed to keep that birthday talk curbed while you were on the ship," said Lee, trotting along behind his friend. "I can do without being reminded of my age by half the crew. It's depressing..."

"I'm only a year behind you, old man," D.W. teased as they crossed through the alley to the next street.

Lee looked down the street. "This street isn't much different than the last, but at least there's people on it."

Half a block ahead in the direction D.W. was leading, three grubby-looking men were talking to a young woman. As the officers approached, one of the men grabbed the woman's arm and shoved her against a wall. A hard backhand stilled her protest as he tried to yank away her purse. Lee saw the struggle, slapped D.W. on the shoulder as he passed him, and ran toward the woman.

"What do you think you're doing – OOF!"

Lee's challenge was cut off as one of the men turned suddenly and hit him hard in the stomach, but Lee's Star Fleet training allowed him to twist and deflect some of the impact. D.W., with a banshee yell, tackled a second man on the fly, and brought him down in a thrashing tangle.

Lee took advantage of the momentary distraction to sidestep his opponent and deliver an elbow thrust to the man's side. Groaning, the man turned and tried to swing at Lee. Lee's training gave him a definite edge, although his opponent was younger and perhaps a bit faster. He blocked the swing with his right arm and drove his left fist hard into the man's jaw.

Lee started to look over where the third man still struggled with the young woman, but a telltale clicking sound stopped him. His opponent pulled out a concealed knife, which snapped out of its case and gleamed in his hand. He smiled and slashed at Lee's face.

Once again, however, Lee's training saved him. He ducked to one side and snapped a *karate*-style kick into the assailant's chest. This time the man went down hard, his blade flying out of his hand. Lee recovered from the kick, spun, and came out of the spin with the toe of his uniform boot catching the man under his chin just as he sat up. The man's head snapped back and he collapsed, unconscious.

Lee glanced around quickly. D.W. had dragged his opponent to his feet and had him pinned to the wall. The third man had pulled the young woman's purse from her hands and knocked her to the sidewalk. As Lee started toward him, the man fumbled in his pocket and pulled out a small object.

With a telltale whine, a phaser beam shot past Lee's left ear. Lee did not give the man time for a second shot, but tackled him hard. Landing atop the man, Lee pulled back his arm for a punch.

"That's it, okay?" the man said quickly, throwing up his hands. "I give up!"

Lee dragged the man to his feet and glanced over his shoulder. To his dismay, D.W. lay crumpled on the sidewalk, apparently hit by the phaser shot that had missed Lee. D.W.'s opponent was fleeing down the street.

"I hit him," Lee's captive said in a trembling voice. "But it's just a stunner! Honest!"

"It better be," Lee growled angrily, "or I'll make you wish you'd never been born!" He dragged the man over to D.W.'s inert form. Sure enough, the downed lieutenant was breathing softly. Lee helped the young woman up, returned her purse, and asked her to summon help.

She disappeared into a building across the street, and minutes later a police hovercar arrived. While the police took charge of the two captured attackers, Lee helped revive D.W. and explained the incident.

"I can't thank you enough," the pretty young woman told Lee as the police bundled her attackers into the hovercar. "They asked for a handout, and when I refused they tried to steal my purse."

"I suppose I'm lucky such a handsome Star Fleet officer was there to rescue me." Smiling, she stood on tiptoe and kissed Lee briefly. "Thanks again!" she called as she left with a policeman.

"How do you like that?" D.W. brooded. "I get shot with a phaser and YOU get to be the big hero! Some guys have all the luck!"

"I suppose she likes older men," he said with a chuckle and a sarcastic smile. "Let's get back to the ship. 'Bones' should give you a checkup after that stun shot."

D.W. shook his head, and glanced up sharply. "Oh, no! We're late! Come on!" He took hold of Lee's arm and started dragging him down the street. "The restaurant's got to be just around the corner!"

Lee as he followed his companion to a small cafe that was, indeed, just around the corner. The small restaurant was gaily decked out with party decorations, and full of Star Fleet officers, Lee's friends from the *USS Boone*.

"About time you showed up!" said Capt. Parvenu as he wandered over, a cup of grog in one hand. "What happened to you two? Judging from your timing and your appearance, I'd say you crawled here!"

Abruptly he smiled and raised his cup to Lee. "Happy birthday, Lee!"

Later, with explanations made, Lee met D.W. near the bowl of grog punch. "That's the last time I trust you with a secret," he said with mock annoyance.

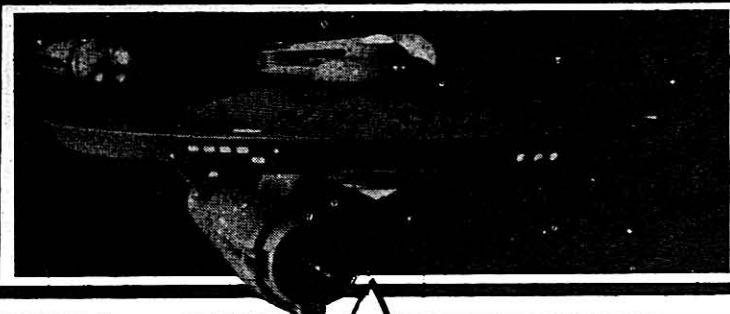
"What are you complaining about?" D.W. countered. "I'm the one the Old Man is upset with. It was *supposed* to be a surprise party."

"I'm surprised," Lee confirmed. "Thanks for the party, D.W."

His friend shrugged. "Don't mention it. I wasn't sure you were going to thank me, considering how you felt about turning forty."

"Oh, I don't know," said Lee with a smile as he remembered the incident on the street. "I've been thinking about that since we got here. Forty isn't all that old. It's not that old at all...!"

*Star Fleet trains all personnel in unarmed personal combat and marksmanship with modern arms, and that training has saved the life of many officers. (Not to mention the fact that it comes in handy when the Klingons get shore leave in the same free port YOU are visiting...) The **Tactical Movement And Combat** chapter of the rules tells how your own character can fight realistic and exciting man-to-man battles as part of your STAR TREK adventures. Will your character fare as well as Lee Sterling? Turn to page 27 and see.*





CADET'S ORIENTATION SOURCEBOOK

UNITED FEDERATION OF PLANETS



**GAME
OPERATIONS
MANUAL**

STAR TREK[®]
THE ROLE PLAYING GAME

GAMEMASTER'S INTRODUCTION

The gamemaster has three tasks in **STAR TREK: The Role Playing Game**. He must design the encounters, present them to players, and judge the resulting action. This book contains information to help him with these tasks.

Included here is a chapter giving information for designing encounters. In this chapter are systems allowing the gamemaster to design encounters in "space... the final frontier." The gamemaster will be able to design "strange new worlds" for the players to explore and "new life and new civilizations" for them to seek out. Included is a section giving new gamemasters hints to help them with their own designs.

There is a chapter giving hints on presenting scenarios, on the art, if you will, of being a gamemaster. This includes how to create descriptions that will excite players and how to use all types of game aids, including maps.

In the chapters giving information on judging the action, the gamemaster will learn how to interpret and judge the rules. Some of this information will be repeated from the player book so that the gamemaster does not have to flip back and forth, but much of it will be new. In this section are given the tables and specific rules on how to judge tactical movement and combat, injury and recovery, creation and use of attributes and skills, and use of equipment. The information in these chapters is presented in the same order as in the player book, for easy cross-reference.

STAR TREK: THE ROLE PLAYING GAME SECOND EDITION

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GAME OPERATIONS MANUAL

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DESIGNING ADVENTURES

ENCOUNTERS, SCENARIOS AND CAMPAIGNS

BY WM. JOHN WHEELER

The fun of the game comes from its interesting adventures. These adventures may be short, lasting only one game session, or they may be much longer, sometimes lasting many months. An adventure can be compared to a television show. Some adventures, like one-shot TV shows or movies, are played with characters created just for the adventure; after the adventure is done, the characters never are used again. Other adventures, like the episodes in a television series, are played with the same characters; each new adventure builds on the previous ones, and the characters develop personalities and histories.

ENCOUNTERS

The basis of all adventures are the encounters that the player characters have. An encounter occurs wherever the player characters interact with their environment.

These encounters may be between the player characters and the physical world at long range, such as when the bridge crew attempts to gather information about a new Class M world from a standard orbit, or at close hand, such as when a landing party beams down onto the planet's surface for the first time. These encounters may be between the player characters and new life forms, such as when the landing party observes, inspects, and interacts with the plant and animal life on the planet. These encounters may be between the player characters and new civilizations, such as when the landing party discovers that the plants are intelligent, resentful of intrusion, and deadly! The encounters can be between player characters and non-player characters, such as the meeting between the Captain and the Council Of Animal Control, the plants who determine whether or not animal life is harmless or a pest needing extermination.

Encounter Types

There are two types of encounters in most adventures, planned encounters designed as part of the adventure and random encounters that occur because of pure chance. Many random encounters occur as the result of a random die roll. How often an encounter occurs and the type of encounter will depend on the area where the characters are and the scale being used. It is not reasonable to expect to encounter all kinds of beasts in the middle of a fully-operational Star Fleet outpost even in a dozen turns at the area scale, but there may be a random encounter every turn in the region scale, for example. Encounter charts and directions for using them usually will be given in the individual scenarios and adventures. These frequently list the possible kinds of encounters and give the chance of a random encounter occurring.

ADVENTURE SCENARIOS

An adventure scenario is a story, linking together encounters. Some scenarios will have a well-established plot, moving predictably from one encounter to another. Others will have general story lines, but how the story progresses from one encounter to the next is completely open and unpredictable. Scenarios with well-established, predictable plots are linear in nature, with all of the encounters strung out in a line, as though they were on a path. Scenarios with

open and unpredictable story lines are free-form in nature, with the encounters like apples on a tree, any one of which may be picked next.

Linear Scenarios

Linear scenarios have some strong advantages and some strong disadvantages. Among their advantages, they provide a real sense of story, with a beginning, a climax, and an aftermath. Some players will be quick to sense the plot, and they will be able to use this knowledge to their advantage. Such scenarios can build suspense or tension, because each encounter can build on the ones before. They are easy to design, because the encounters can be begun in certain, predictable ways, and ended in the same ways. They give few surprises to the prepared gamemaster, and they require little preparation, because the environment and the NPCs that the player characters will meet is known before the game.

On the other hand, linear scenarios give the players the least freedom. Because they are structured to play out a certain way, frequently the players' creative solutions do not work well. Players feel pressured into behaving in certain ways, and, unless the gamemaster is very careful, they can feel that nothing they do makes any difference.

Free-Form Scenarios

Open, unpredictable scenarios also have some strong advantages and disadvantages. Among their advantages, they allow the players complete freedom, moving in whichever direction suits them at the moment. At their best, they depend completely on what the player characters do, the actions in one encounter possibly having an effect on all of the other encounters, like ripples from a stone thrown into a pond. They make the players feel as though their actions completely control the game.

On the other hand, free-form scenarios are very demanding on the gamemaster. The near-legendary ability of players to surprise the gamemaster is given free rein here, and unprepared or inflexible gamemasters will become lost quickly. Unless the gamemaster is very careful, these scenarios can make the players feel lost, wondering where to go next and what to do when they get there. They require frequent signposts, guiding the players or alerting them to possibilities for action. They require extensive preparation, not only in terms of design, but also just before play; the gamemaster must know a great deal about his environment and the NPCs that people it.

The Best Of Both

The best published scenarios combine the two types, using some linear encounters and some free-form encounters. Linear encounters are used to introduce the scenario, drawing the players and their characters into the action, giving them a reason to enter the scenario environment and meet the scenario NPCs. After the 'hook,' as the introductory encounter is sometimes called, the linear encounters lead the player characters into a situation which gives them free choice about where they will proceed. The actions in each of the free-form encounters affect the players in the short term. In the long term, another set of linear encounters lead the players into yet another area of free choice, perhaps the climax of the scenario. Linear encounters often are used to wrap up the scenario, bringing it to a satisfactory conclusion.

Using encounters of both types is like building a structure with tinker toys, with the sticks being linear encounters and

the knobs being the free-form encounters. The linear encounters give some structure to the free-form encounters. The combination allows the scenario to have a well-defined story line, not as well-defined as purely linear scenarios, but much more defined than those that are purely free-form. The combination also allows the players freedom to choose their action, not as much as in purely free-form scenarios, but far more than in those that are purely linear.

In general, use linear encounters to introduce the scenario and to set the story line. This would be like sending orders to the player characters to pick up a passenger from a certain space station, then having them meet the Orion NPC and his lovely slave girl, and then have the ship attacked by Orion freebooters who want the slave girl back.

Use free-form encounters to develop the scenario. This would be like allowing the crew to flee from the pirates, to defend themselves, to turn and attack the pirates, or to pursue the pirates; alternate choices would be to declare a temporary truce to discover the problem, or even to turn over the slave girl and her master at once. How the scenario progresses depends on the choices the players make.

Then use a new set of linear encounters to move the story along. This would be like having the ship receive an incomplete message of distress. No matter what choice they made in the earlier confrontation with the pirates, they would receive the message. Chances are great that the ship will respond, though there is still the chance that they will not. If it is important to the story for the ship to respond, the message can be repeated, the ship in distress could be in the path of the player character's ship, and so on. In well-constructed linear encounters, the players may feel like they have a choice, and that they really have none is well-hidden.

Use more free-form encounters to further develop the scenario. This would be like having the distress call come from an Orion privateer vessel, possibly even the same one. The players have a new set of choices to make, and how the scenario will progress depends on what they do.

Finally, have another set of linear encounters lead into the climax of the scenario, the high-point of the story.

Most often, the climax is not the end of the story, but some point near the end. The climax is best as a free-form encounter; therefore, how the story actually ends depends on what the players choose to do.

The aftermath of the climax, the story's wrap-up ("And they lived happily ever after."), easily can be a set of linear encounters that lead into the 'hook' for the next scenario.

CAMPAIGNS

A campaign is a series of adventure scenarios, held together in one of three ways. One way is that the player characters all are the same, even though the scenarios do not have much to do with one another; this is the way a campaign would be run if it were like the *STAR TREK* TV show. Another way is that the scenarios all have to do with the same topic, perhaps approaching it from different angles, possibly with different characters; this is the way a campaign would be run that dealt with the beginning of the Second Klingon War, for example, where no one group of characters could possibly be involved in every aspect. A third way, possibly the most exciting, is to combine the two; this would be a campaign in which the same characters follow the same plot from adventure to adventure, solving puzzles along the way and discovering more and more information about the plot as the adventure scenarios progress.

Campaigns of the first type are the easiest to design and run. They require only the dedication of the gamemaster and the players to design player characters that will be interesting to play week after week. All the adventures must come to a climax brought about by the player characters' actions. As

characters die, they are replaced. The important thing is that the characters' ship survives from game session to game session, for this is what holds the player characters together. The adventures may be designed by the gamemaster, even on the spot! They also may be purchased, for most commercial adventures are written for campaigns of this type.

Campaigns of the second type are not quite as easy to design. They require a master plot, one that allows for many adventures. The only restriction is that all scenarios deal with the master plot in some way, because in campaigns of this type, the master plot holds things together. The job is not as difficult as it might seem, because the plot can be vast in scope, and it will not come to a climax in one adventure, and it need not come to a climax at all. Several adventures may be run with the same starship and crew, but the scope of the master plot allows the ship to be destroyed or lost and another created to replace it. As the campaign progresses, the master plot unfolds, giving all the adventures added realism and depth. It will be necessary for the gamemaster to spend some time designing the master plot, which really is his campaign universe. He will have to create the major controversies and conflicts, the history and background for them, and the areas in which the player characters are likely to make a difference. Although some of the adventures for this campaign type can be purchased, they will have to be modified to tie them into the master plot.

Campaigns of the third type are the most difficult to design, for they require the gamemaster to design one or more master plots that can involve the small group of player characters and can be brought to a climax by the characters' actions. Each adventure builds on the one before it, adding details to the master plot(s) as the players (and their characters) discover more about the campaign universe. In this type of campaign, it is possible to develop NPC opponents that the player characters meet again and again, much like the archvillains found in superhero comic books. Again, the important thing is survival, for the campaign centers around the player characters. As characters die, others are promoted or transferred in to take their place. This campaign is the most work for the gamemaster (but possibly the most rewarding), for nearly every adventure must be tailor-made. Most will need to be designed by the gamemaster, for few companies produce adventures oriented to this type of campaign.

STEPS IN ADVENTURE SCENARIO DESIGN

BY WM. JOHN WHEELER

In designing an adventure scenario, the gamemaster's first job is to decide on a plot for the scenario, the story that the game will play out. Ideas for these stories can come from almost anywhere: television shows or movies, comic books, novels, even real history. Some of the best stories come from answering the question, "I wonder what would happen if..."

Second, the gamemaster must design an environment that fits his story. If this means creating a "strange new world... new life and new civilizations," then he must do this job. Systems are given later in this chapter that will help do this. Sometimes, this job is done first, for many times creation of a new life form or civilization will suggest a story.

Third, the gamemaster must define for himself the goals for his players. He must decide on what he expects the player characters to accomplish, and what steps they can take to achieve their goal. Not only this, but he must make the same decisions for the NPC opponents and allies. This usually will include the background story that will be told to the players.

The background must be complete enough that it is clear to the players why they are where they are and what they are expected to accomplish.

Fourth, the gamemaster must decide upon the first encounter, the hook leading into the scenario. This 'hook' should give the players a strong reason to enter the scenario, to become involved. The 'hook' can play on the players' good nature, their sense of fairness or justice, their pride and ego, their desire for fame or fortune, or even their need for revenge. Whatever the reason, it must be strong, with a sense of urgency, giving the players the feeling that they must become involved NOW, and waiting until later will not be desirable. If all else fails, the old standby, a message from Star Fleet Headquarters, can point the players in the right direction.

After this, the process depends on the story chosen. It will be necessary to design each of the encounters that the players WILL have. These are all of the linear encounters and the climax. Then, it is a good idea to design the encounters that the players are LIKELY to have and at least sketch out those that they MAY have. The setting for each encounter must be designed, at least in general; furthermore, notes need to be made about the NPCs, the other life forms, and the objects, so that when they are encountered they can be described for players.

In preparing these encounters, rough notes, maps, and sketches usually are enough to meet most needs. It is helpful to draw maps of key areas, and to make notes on the map itself, perhaps using a color-coded system. Sometimes, more detail should be provided giving the exact information available from critical sensors or tricorder scans, of critical encounter areas, or of important NPCs met. As a gamemaster gains experience, he will find it easier to know just when rough notes are not enough and detail is needed.

A very important fact to remember concerns the kinds of encounters that make the game interesting and fun. Variety is the key word. Some encounters should be friendly, some should be hostile, and some should be neither. Few should result in combat. A phaser is a potent weapon, and Star Fleet personnel do not use them indiscriminately. Combat, on the ground or in space, is an important part of the feel of *STAR TREK*, but if the game degenerates into merely killing Klingons, then it will lose much of its enjoyment.

ADAPTING PUBLISHED ADVENTURES

Published scenarios and adventures are a good way to get started or to play with a minimum of design work. Many of these are well written, providing a good mix of encounter types and an interesting and enjoyable story line. Even the best of these, however, requires some design effort before it can be used in any particular campaign or with any particular group.

Only you, as the gamemaster, are familiar with your campaign and your players. Only you can tell when an encounter from the scenario is likely to be interesting to your players or when it will bore them to tears. Only you can tell how it must be altered to fit your players' characters, their ship, or the situation in which they find themselves. Therefore, YOU must be the one to alter the design to fit your needs.

Don't worry about this job. Most of the time, the changes will be obvious after you have read the adventure the first time. Make notes about the changes in general, and then flesh out the notes as you go along. Remember this: the more you can make the published adventure seem to be a natural part of your game, the better your players will like it.

It is a rare person who can be successful with a published adventure after only one reading, and few can remember enough of the adventure to use it after only two. One of the hidden advantages of designing your own scenarios is that you know them thoroughly!

PLANETSIDE ADVENTURING

Much of the action and adventure in *STAR TREK* takes place on Class M planets, such as those investigated by the *USS Enterprise* on its five-year mission. Gamemasters will want to create a steady stream of these strange new worlds to explore, as well as new life and new civilizations to populate them. Space, and its variety, is infinite; *STAR TREK: The Role-Playing Game* should be a celebration of this variety.

These new worlds, new life-forms, and new civilizations largely will be created by the gamemaster. Like the writers who shaped the *STAR TREK* universe in the first place, he will create planets, animals, and sentient races to suit his campaign and to delight the players involved.

The first step is to determine the physical parameters of the new world that is to be explored. The specifics about the planet's position in the system, its gravity and size, its climate, and its mineral wealth all may be determined using the Class M planet design system.

Next, the gamemaster must determine what type of life exists. Class M planets are all capable of supporting life, and the least hospitable Class M world will bear at least microorganisms. Gamemasters are encouraged to come up with imaginative, sensible and playable life forms on their own. The alien creature design system may be used to help a gamemaster decide what the highest form of life on a new planet is like, and if it is intelligent enough to qualify as a thinking (sentient) being, and not an animal.

Finally, if the dominant creature is intelligent, it is necessary to determine the specifics of its civilization.

Even the most creative gamemaster needs a push in the right direction and some guidance occasionally, and the capacity for players to surprise even the most prepared gamemaster is legendary. For these times, simple systems have been provided so that gamemasters can generate quickly some of the important data about a yet-to-be-explored Class M planet and the life forms that might be found there. The gamemaster can then take this basic data and expand on it to flesh out the adventure.

STRANGE NEW WORLDS

Only Class M planets are covered by this system, because those are the planets that Star Fleet's exploration ships are assigned to explore. Class M planets have a silicate and water surface like that of Earth, an oxidizing atmosphere like air, and geologic activity. They are planets capable of sustaining most Federation species (carbonbased oxygen-breathers) without major life-support equipment. Occasionally, ships call at other than Class M worlds, and some successful colonies have even been established on these worlds; but such worlds are selected for their strategic location. Class M planets come in a wide variety, and they all are not as hospitable as Terra (Earth).

This system uses dice rolls to generate the planetary data, but these dice rolls should be used only to spark a gamemaster's imagination or to give a push in one direction or another. The planets generated using this system, which is purely random, may not conform to accepted scientific principles. Gamemasters should feel free to pick and choose data for planets, keeping in mind that the system provides a guideline to the relative chances for each planetary attribute and does not guarantee overall acceptability.

WORLD LOG

The *World Log* shown in the illustration should be used to record the information about each world as it is created. Permission is granted for players and gamemasters to photocopy this form for their personal use. The world design system follows this log, with each step adding new information

to it. An example of this log has been provided, with all of the information filled in for the world Spartal IV. After each step in the process is explained in the text, the appropriate information will be generated for this example; this information is shown shaded in the text.

WORLD LOG	
System Name: SPARTAL	Number of Class M Worlds Present: 1
World Name: SPARTAL IV	Position in System: 4
Number of Satellites: 1	Planetary Gravity (G): 1.2
Planetary Size: 15,600	Diameter: 13,000 km
Equatorial Circumference: 48,000 km	Total Surface Area: 612,000,000 sq. km
Percent Land Mass: 56%	Total Land Area: 343,000,000 sq. km
Planetary Conditions:	Length of Day: 26 hours
Atmospheric Density: THIN	General Climate: DESERT TEMPERATE
Mineral Content:	Normal Metals: 29%
Special Minerals: 0	Radioactive Gemstones: 21%
Dominant Life Form: PLANARI	Industrial Crystals: 13%

DESIGNING CLASS M PLANETS

Follow this procedure step-by-step, filling out the *World Log* as each piece of information is generated.

Number Of Class M Worlds Present

Roll percentile dice and consult the table below to determine if there are 1, 2, or 3 Class M planets in the system. Four or more Class M worlds in one system would be extremely rare, but possible if the gamemaster chooses.

NUMBER OF CLASS M PLANETS IN SYSTEM

Dice Roll	Number Of Worlds
01-90	1
91-97	2
98-00	3

The percentile-dice roll for the number of worlds in the Spartal star system is 55. This indicates that there is only 1 Class M planet in the Spartal system.

Position In System

Roll 1D10 to determine the number of the planet in the system. It is usual to use Roman numerals to number the planets outward from the star. If the system has more than one Class M planet, roll the die the appropriate number of times, re-rolling ties.

POSITION IN SYSTEM = 1D10

The 1D10 roll was 4, and so the planet will be Spartal IV, the fourth planet in the system.

Number Of Satellites

Roll 1D10 to determine the number of natural satellites, from 1 to 4. Roll percentile dice to see if the satellite is a Class M itself. If the roll is 01, then this is the case; generate its data just like a separate planet.

NUMBER OF SATELLITES

Die Roll	Number Of Satellites
1-3	0
4-6	1
7-8	2
9	3
10	4

The 1D10 roll for the number of satellites is 4, which tells us that Spartal IV has one natural satellite. A roll of 74 on percentile dice indicates that the moon is uninhabitable.

Planetary Gravity

Roll 1D10 to determine planetary gravity for the Class M world. The gravity is determined by adding 5 to the die roll and dividing the total by 10, without rounding the result. This gives a resultant gravity of anywhere from 0.6 G to 1.5 G. (1G = Earth gravity.) Planets with greater or lesser gravity than this do not qualify as Class M worlds.

When characters land on high-gravity worlds, those who are not used to the added gravity should make fatigue END rolls more often than normal because of the extra stress. Skill Rolls likely would be required for delicate work by such characters if they failed a Saving Roll against the average of DEX and STR. When characters land on low-gravity worlds, most will need to make DEX Saving Rolls more often than normal, but they may not become fatigued as quickly. In either case, the longer a character is on the world, the less the gravity difference will affect him.

$$\text{PLANETARY GRAVITY} = (5 + 1D10) \div 10$$

The gravity roll for Spartal IV was 7, and so the gravity is 1.2 G. (7 + 5 = 12; 12 ÷ 10 = 1.2).

Planetary Size

Planetary size is not often a factor in play, and so no system for approximating size is provided. Assume that the planet has a density identical to that of Earth, and so its gravity would indicate its size relative to that of Earth. To do this, multiply Earth's planetary size, given below, by the gravity factor just rolled to get the size of the new Class M world.

EARTH PLANETARY SIZE

(approximate)

Diameter: 13,000 km (8,000 miles)
Equatorial Circumference: 40,000 km (25,000 miles)
Total Surface Area: 510,000,000 sq. km
(196,940,000 sq. miles)

The diameter of Spartal IV is 15,600 km (13,000 × 1.2 = 15,600), the circumference at the equator is 48,000 km (40,000 × 1.2 = 48,000), and the total surface area is 612,000,000 sq. km (510,000,000 × 1.2 = 612,000,000).

Land Area

To determine the percent of the surface which is land, as opposed to water, roll percentile dice. The roll indicates the percent of surface land. A result of 01 means there is 1% land surface, probably in the form of small islands. A result of 00 means 100% land, probably as desert with almost no free-standing water. To find the amount of land in square kilometers, multiply the total surface area by the dice roll and divide by 100.

$$\text{PERCENT LAND AREA} = D100$$

The percentile dice roll gives 56. Thus, Spartal IV has 56% land and 44% water. The land area is about 343,000,000 sq. km (612,000,000 × 56 ÷ 100 = 343,000,000).



Planetary Rotation

Planetary rotation time, in hours, is determined by rolling 2D10. Add the rolls together and add 14 to the sum. This generates a time between 16 and 35 hours as the length of one local day.

This tells nothing about the number of daylight hours, merely the approximate number of hours between midnight (or any other time) one day and the same time on the following day. To find out how many daylight hours, assume the world is like earth. About half of the hours will be spent in daylight, and half spent in night. Use the current season on Earth as the season on the world; in winter, the night will be longer and in summer it will be shorter than half the total day. The length of the local day (or the number of hours of daylight) could be important in some planetary scenarios.

LENGTH OF DAY = 14 + 2D10 HOURS

The 2D10 roll for Spartal IV's planetary rotation period is 7 and 5, for a total of 12. Adding 14, brings the total to 26 hours, the length of a local 'day' on Spartal IV.

Atmospheric Density

Both thin and thick atmospheres are breathable, but they may cause fatigue over longer periods of time. If no special measures are taken, such as Tri-Ox injections for thin atmospheres or breathing masks for thick atmospheres, all characters except Vulcans and Tellarites must make END Saving Rolls every two hours. These Saving Rolls, and any others necessary (such as for fatigue) will be made with a modifier of -20 to the MAX OP END. Vulcans and Tellarites are used to thin atmospheres and require no extra or modified saving throws for thin or normal atmospheres.

To determine the atmospheric density of the planet, whether it is normal (like that of Earth), thick, or thin, roll 1D10 and consult the following table.

ATMOSPHERIC DENSITY

Die Roll	Atmospheric Density
1-2	Thin
3-8	Terrestrial
9-10	Thick

The die roll for atmospheric density is a 10, which means that Spartal IV has a thick atmosphere.

General Climate

To determine the planet's general climate, whether it is temperate, tropical, desert, or arctic, roll percentile dice and consult the following table. The climate is only a general description. An arctic planet will have cool temperate zones, and a tropical planet may have warm temperate areas. Though Earth falls in the cool temperate range, it has climates in all the classes on the table.

The gamemaster should not be bound to the die rolls in this section, and random rolls here must be tempered with common sense. For example, a planet with less than 5% land area would be unlikely to qualify as a desert planet. The gamemaster is strongly urged to use this table only as a guideline that indicates a general direction. Feel free to substitute imagination for dice rolls at any time!

GENERAL CLIMATE

Die Roll	Climate
01-15	Desert
16-35	Tropical
36-60	Warm Temperate
61-85	Cool Temperate
86-00	Arctic

A percentile roll of 62 means that Spartal IV has a cool temperate climate.

Mineral Content

The following optional system is used to determine the mineral content of the planet. To eliminate the trouble of mapping each individual vein of ore, percentile dice are used to determine the percentage chance of finding a certain mineral in a given area.

Mineral content is divided into five categories: normal metals (iron, copper, aluminum, etc.), special minerals (pergium, topaline, ryetalyne and other *STAR TREK* inventions), radioactives (uranium, plutonium, etc.), gemstones (diamonds, rubies, flame gems, etc.), and industrial crystals (dilithium, special silicates, etc.). For each category (or each mineral, if the gamemaster needs that detail) roll percentile dice, divide by two, round up, and subtract the modifier, if any. This will give the likelihood of finding it in any given area on the planet.

The modifiers show that some minerals are quite rare (industrial crystals, special minerals), and some less so. If, after subtracting the modifier, the number is zero or less, the planet will not have the mineral type in question. Only one type of special mineral or industrial crystal will be found on any planet. The modifiers may be changed at the gamemaster's discretion, particularly if he wants to 'load' a particular area with one or more minerals.

The general percentages generated in this way can be determined by a ship's sensor scan from orbit. Such a survey takes about 5 hours times the planetary gravity factor, which modifies the roll to account for a small or large planetary surface area. Round off the result to the nearest hour.

CHANCE FOR MINERALS = D100 ÷ 2 FOR EACH TYPE

Mineral Type	Modifier
Normal Metals	0
Radioactives	-20
Gemstones	-30
Industrial Crystals	-35
Special Minerals	-40

The percentile dice roll for normal metals was 57; thus Spartal IV has 29% chance for normal metals. The roll for radioactives was 82, and the chance for radioactives is 21% (82 ÷ 2 = 41; 41 - 20 = 21). The roll for gemstones was 86, and the chance for gemstones is 13% (86 ÷ 2 = 43; 43 - 30 = 13). The roll for industrial crystals is 95, and the chance for industrial crystals (dilithium in this case) is 13% (95 ÷ 2 = 47.5, rounded up to 48; 48 - 35 = 13). The roll for special minerals was 03%, and so there are none on the planet (3 ÷ 2 = 1.5, rounded up to 2; 2 - 40 = -38, or 0). This scan takes 6 hours (5 × 1.2 = 6) after the ship begins standard orbit.

Once the general percentage chance is determined, a landing party with a professional-level geologist (Skill Rating of at least 40 in *Geology*) may make closer scans with a sciences tricorder. The gamemaster then makes a secret percentile dice roll against the generated percentage to see if the area being surveyed actually contains the desired minerals. If the roll is equal to or less than the base chance for that mineral, a deposit is present in the survey area. It is possible, but not likely, that more than one mineral type will be abundant in a specific survey area.

It takes 10 hours for a landing party to check a square kilometer for mineral deposits. More than one party can be used, proportionally reducing the time. (Two parties can do it in 5 hours, three in 3½ hours and so forth.) Each party must have at least one geologist with a sciences tricorder.

Also, the parties must separate to be effective, which means the groups likely will be too far away to help one another if there is trouble.

At the end of the scan in an area, the geologist gains the information he seeks. If no professional-level geologist is present, the gamemaster must make a determination if the characters in the landing party have the skill to notice the mineral deposit. The gamemaster must also determine how accessible the material will be.

NEW LIFE

The system presented here will help determine new life-forms on the world being designed, whether or not they are intelligent enough to be called thinking beings, what they look like, and what their abilities are. Mammals predominate to reflect the *STAR TREK* universe as seen in the TV series; most dominant species on worlds visited by the *USS Enterprise* were mammals. As information is developed, it should be recorded in two places: on the *Alien Creature Record* and on the *Life And Civilization Log*, described below.

ALIEN CREATURE RECORD

The *Alien Creature Record* provided at the end of this book should be used to record the information generated when creating alien creatures, whether they are animals or thinking beings. The alien creature design system follows the record form, with each step adding new information to it. This record is shown in the illustration. Permission is granted for players and gamemasters to photocopy this form for reasonable personal use.

ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes: _____

STR _____ END _____ DEX _____ MENT _____

(For Intelligent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

An example of this form has been provided, with all of the information filled in for the F'lanari, the dominant form for Spartal IV. After each step in the process is explained in the text, the appropriate information will be generated for this example. This information is shown shaded in the text that follows.

DESIGNING ALIEN CREATURES

Follow this procedure step-by-step, filling out the *Alien Creature Record* as each piece of information is generated. This system does not use 'one from column A, one from column B.' The table will develop a basic idea of what the creature is like and its attributes. The rest is up to the gamemaster to decide as he fleshes out the details. Create all alien creatures, intelligent or not, by using the following rules. If they are determined to be intelligent, build them into an alien race using the information in the **New Civilizations** section.

The dice rolls are meant as guidelines. Because they are random, improbable creatures may result. Feel free to pick and choose instead of rolling dice, particularly if you have something specific in mind!

Dominant Life-Form

The major life forms of a new planet may be designed using the procedure below, but only one is likely to dominate the planet, just as Man dominates Earth. It will be the most highly developed life form on the world. Representatives of all groups will be in evidence on the planet as well, but none of the groups above the dominant group will have much importance. Thus, if the dominant form on a planet is an amphibian, it is certain that there will be fish, insects and mollusks, plants, and microorganisms on the planet; but any reptiles, birds, or mammals native to that world are likely to be relatively unimportant members of the food web.

The table below gives the chances for each group of being the dominant life form; the term 'Special' includes creatures made of pure energy, gas, crystalline material, or anything else the gamemaster chooses.

The table also indicates if the dominant life form is a thinking (sentient) creature, another alien race. If the dominant life form is determined to be intelligent, it is possible (though not likely, competition between species being what it is) for another form on the planet to be intelligent as well, just as dolphins may be intelligent on Earth. If the dominant life form is merely an animal, likely with a well-developed animal intelligence, there is little chance that another, more intelligent (or thinking) race also inhabits the world.

To determine the type of life form that dominates the world, roll percentile dice and consult the table below. The 'Percent Sentient' column indicates the chance for the dominant life form to be a thinking creature. After the life form type has been determined, roll percentile dice again and compare the roll to the table to see if the life form is an intelligent race. If the roll is less than or equal to the Percent Sentient, then the dominant life form is a race of thinking beings.

If the dominant species is determined to be intelligent, make both rolls again to determine if the world has a second intelligent form. First roll to find the life form type, and then roll again to see if it is intelligent. If the second Percent Sentient roll indicates intelligence, reroll. If the new Percent Sentient roll indicates intelligence as well, there are two intelligent races on the world.

DETERMINING DOMINANT LIFE FORM

Dice Roll	Dominant Life Form	Percent Sentient
01 - 04	Plants	1%
05 - 07	Lower Animals	0%
08 - 14	Insects/Arthropods	3%
15 - 20	Fish	5%
21 - 35	Amphibians/Reptiles	7%
36 - 50	Birds/Avians	7%
51 - 96	Mammals	10%
96 - 00	Special	90%

The percentile dice roll for Spartal IV's dominant life form is 83, indicating that it is a mammal. A second percentile dice roll of 39 indicates that it is not sentient. This should be recorded on the *Alien Creature Log*.

Suppose that the dominant life form on Spartal IV had been sentient, the dice would have been rolled again to see if another race also existed. The roll of 48 indicates that the second most important race is a bird or avian creature. The Percent Sentient roll is 05, indicating that it might be intelligent, but the confirming roll is 72, and so it is not.

Alien Attributes

Intelligent (sentient) alien creatures have 7 attributes just like other player character or NPC races. If they are not sentient, however, alien creatures use only 3 standard attributes (STR, END and DEX) and one special attribute indicating its level of animal intelligence, or mentation; this special attribute is called the mentation rating (MENT), as described below. Non-intelligent alien creatures normally have no CHA, LUC, or PSI scores, though this may not hold for special cases. A race may have a PSI rating, and an individual pet might even be said to have a CHA score, if it is intelligent enough to be persuasive in some manner.

Attribute Scores For STR, END, and DEX

For alien creatures of all types, STR, END, and initial DEX scores are determined by the table below, as well as the damage they do in unarmed combat or any natural armor protection they may have. These scores are determined by the creature's size and its type. For plants and special creatures, the gamemaster is on his own.

It is recommended that the gamemaster design most sentient races to be small, medium, or large in size. As with the other creation systems, the information designed here may be used or not as the gamemaster sees fit.

To use the table for the dominant race, find the creature type in the left-hand column and its size in the top row. To use the table for other animals, roll percentile dice two times. The first roll tells which type the creature is, and the second roll tells what its size is. Cross-index the creature type in the left hand column and the size in the right-hand column; the numbers in the box indicate the dice rolls necessary to find the attributes for the race.

The top number tells what dice to roll to find the average STR for the race; this dice roll should be made now. It gives a number that represents the STR of an average, healthy individual; any one of the creatures may have a higher or lower STR score, just as player character scores are higher or lower than average.

The second number tells what dice to roll to find the average END score for the race; this dice roll should be made now. Like the STR score, the roll gives a number that represents the END of an average, healthy individual.

The third number tells what dice to roll to find the initial DEX for the race; this dice roll should be made now. It, too, gives a number that represents the initial DEX of an average, healthy individual. This initial DEX will be modified later for the creature's feeding habits.

The fourth number tells what dice to roll every time the creature does damage in unarmed combat. This roll is made only in combat after a successful hit, and is not made at this time. This roll will be modified by the creature's Skill Rating in *Unarmed Personal Combat*, which is determined below.

The fifth number, if any, gives the dice roll to find the value of the creature's natural armor protection. This roll should be made at this time.

After the dice rolls are determined, roll the dice as indicated, and record the STR score, the END score, the initial DEX score, and the armor score on the *Alien Creation Record*.

ALIEN ATTRIBUTE GENERATION TABLE

SIZE (ROLL D100)

		TINY 01-03	VERY SMALL 04-15	SMALL 16-36	MEIDUM 37-64	LARGE 65-85	VERY LARGE 86-97	HUGE 98-00
FORM (ROLL D100)	AMORPHOUS 01-05	STR Roll D10	D10 + 8	3D10 + 5	3D10 + 20	3D10 + 45	3D10 + 70	D100 + 80
		END Roll 2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		DEX Roll D100	D100	D100	D100	D100	D100	D100
		Armor Roll —	D10 - 5	D10	D100 ÷ 4	D100 ÷ 4	D100 ÷ 2	D100 ÷ 2
		Damage Roll D10 - 3	D10 - 3	D10	D10	D10 + 3	2D10	3D10
	INSECT 06-20	STR Roll 2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		END Roll 2D10	4D10 + 10	4D10 + 40	4D10 + 80	4D10 + 125	4D10 + 170	D100 + 225
		DEX Roll 4D10 + 65	4D10 + 60	4D10 + 55	4D10 + 50	4D10 + 35	3D10 + 30	3D10 + 15
		Armor Roll —	D10 - 5	D10	D10 + 5	D10 + 15	D10 + 25	D10 + 35
		Damage Roll D10 - 3	D10	D10 + 3	2D10	3D10	4D10	5D10
	FISH 21-35	STR Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll 2D10	3D10 + 15	3D10 + 40	3D10 + 70	3D10 + 115	4D10 + 160	D100 + 175
		DEX Roll 4D10 + 40	3D10 + 40	3D10 + 35	3D10 + 30	3D10 + 25	3D10 + 20	3D10 + 15
		Armor Roll —	D10 - 5	D10	D10 + 5	D10 + 10	D10 + 15	D10 + 20
		Damage Roll D10 - 3	D10 - 3	D10	D10 + 3	2D10	2D10 + 3	3D10
	AMPHIBIAN 36-50	STR Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll D100 + 60	D100 + 40	D100 + 30	4D10 + 30	4D10 + 20	4D10 + 15	4D10 + 5
		Armor Roll D10 - 8	D10 - 7	D10 - 6	D10 - 5	D10 - 4	D10 - 3	D10 - 2
		Damage Roll D10 - 3	D10 - 3	D10	D10 + 3	2D10	D10 + 15	3D10
	REPTILE 51-65	STR Roll D10 + 2	3D10	3D10 + 15	3D10 + 40	4D10 + 70	4D10 + 100	D100 + 140
		END Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll 3D10 + 35	3D10 + 30	3D10 + 30	3D10 + 30	3D10 + 20	3D10 + 5	3D10 - 5
		Armor Roll —	—	D10 - 5	D10	D10 + 5	D10 + 10	D10 + 15
		Damage Roll D10 - 3	D10 - 3	D10	D10 + 3	2D10	2D10 + 3	4D10
	BIRD 66-75	STR Roll D10	D10 + 8	3D10 + 5	3D10 + 20	3D10 + 45	3D10 + 70	D100 + 80
		END Roll D10 + 2	2D10	2D10 + 5	2D10 + 15	2D10 + 35	3D10 + 50	D100 + 60
		DEX Roll 3D10 + 40	3D10 + 35	3D10 + 35	3D10 + 35	3D10 + 30	3D10 + 25	3D10 + 20
		Armor Roll —	—	—	—	—	D10 - 9	D10
		Damage Roll D10 - 3	D10 - 3	D10	D10	D10 + 3	2D10	3D10
	MAMMAL 76-95	STR Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		END Roll D10	2D10 + 5	3D10 + 10	3D10 + 30	3D10 + 60	3D10 + 90	D100 + 100
		DEX Roll 3D10 + 10	3D10 + 20	3D10 + 25	3D10 + 30	3D10 + 20	D10 + 5	3D10 - 5
		Armor Roll —	—	—	D10 - 5	D10	D10 + 5	D10 + 10
		Damage Roll D10 - 3	D10 - 3	D10	D10 + 3	2D10	2D10 + 3	3D10

For the F'lanari, the dominant race on Spartal IV, the creature type is mammal and its size is large. Cross-indexing for a large mammal gives the following rolls: 3D10 + 60 for STR, 3D10 + 60 for END, 3D10 + 20 for DEX, 2D10 for damage, and D10 for armor.

The STR roll of 3, 5, and 7 give a total of 15; adding 60 gives an average STR of 75. The END rolls of 7, 5, and 10 give a total of 22; adding 60 gives an average END of 82. The initial DEX rolls of 9, 6, and 9 give a total of 23; adding 20 gives a score of 44, which will be modified by its feeding habits. The base damage that the creature does is 2D10; this will be modified by the creature's feeding habits. The D10 roll for the creature's natural armor is 5, and so the animal's tough hide gives it some protection.

Attribute Scores For INT, LUC, And PSI

These traits are created only for sentient alien races. Those new aliens that are not thinking creatures will have a MENT score instead. These attributes should probably center around a percentile die roll, just as humans and other known sentient races do in *STAR TREK: The Role Playing Game*. Die modifiers similar to those used for the known player and non-player races should be developed for each new race as well. Gamemasters are left to their own discretion here, but care should be taken to maintain game balance. Gamemasters should be EXTREMELY reluctant to create a race that is more lucky than Humans or more psionically gifted than Vulcans, without handicapping them in some compensating way. Make the appropriate dice rolls for INT, LUC, and PSI and record them on the *Alien Creation Record*.

INT, LUC, PSI Scores: D100 + Modifier

MENT Scores For Alien Animals

A non-intelligent alien creature still has some animal intelligence. At the lowest level, the animal reacts to its environment, but little more; such creatures have a Mentation level of *Reactant*. One step up the scale are creatures of *Low Animal Intelligence*; these creatures react to their basic needs for food, shelter, and perhaps defense, but do little else. One more step up the scale are creatures of *Medium Animal Intelligence*; these creatures have basic animal cunning and are capable of being trained. The fourth step includes creatures of *High Animal Intelligence*; these creatures have the ability to solve rudimentary problems, may have a moderately complex social order, are capable of loyalty, learn from their past mistakes, and can be trained with ease. At the top of the scale are creatures with *Very High Animal Intelligence*, perhaps bordering on true intellect; these creatures have the ability to solve more-complex problems, can learn, and are capable of basic communication with man.

The table below gives these various mentation levels and examples for each. To find the initial MENT for a new life form, roll 1D10, consult the table, and record the information on the *Alien Creation Record*.

MENTATION LEVELS FOR ALIEN ANIMALS

Die Roll	Mentation Level (MENT)	Examples From Earth
1	Reactant	Mosquito, earthworm, clam, jellyfish
2-3	Low Animal Intelligence	Rabbit, chicken, snake, goldfish, ant
4-6	Medium Animal Intelligence	Rat, hawk, crocodile, bass
7-9	High Animal Intelligence	Wolf, whale
10	Very High Animal Intelligence	Chimpanzee, gorilla, perhaps dolphin

The F'lanari of Spartal IV are not intelligent, and so they must have a MENT score. The 1D10 roll was 9, and so their initial MENT rating is 'High Animal Intelligence.' This will be modified by the feeding habits, as described below.

Modifiers For Feeding Habits

The creature's form and size determines its basic DEX, but this is modified by the type of food it eats. Animals that eat meat (carnivores) are assumed to be more agile, on the whole, than animals that eat only plants (herbivores), though this clearly is not always the case. Animals that eat both meat and plants (omnivores) are assumed to be somewhere in the middle. Therefore the creature's initial DEX score, determined earlier, is modified by its feeding habits.

Furthermore, carnivores are assumed to be more intelligent than herbivores, and omnivores are assumed to be more intelligent than carnivores. Thus, the MENT scores for these creatures must be modified as indicated below.

The table below shows the three types of creatures. For each new life form, the gamemaster should determine its feeding habits, either by choosing it or by rolling 1D10 and consulting the left-hand column. Then the gamemaster must read across, consult the table below, and apply the modifiers to the creature's initial DEX and MENT scores. Then the modified DEX and MENT scores should be recorded on the *Alien Creation Record*.

MODIFIERS FOR FEEDING HABITS

Die Roll	Feeding Habits	DEX Modifier	MENT Modifier
1-4	Carnivore	+20	+1
5-6	Omnivore	+10	+2
7-10	Herbivore	0	-1

A 1D10 roll of 3 indicates that the F'lanari of Spartal IV are to be carnivores, and so the DEX modifier is +20. Adding this modifier to the initial DEX score of 44 gives a modified average DEX of 64. The initial MENT value of 9 is modified by +1, making it a 10; thus, the creature's MENT is raised to 'Very High Animal Intelligence.'

Tactical Movement And Combat Statistics

The creature's action points (AP) are determined as follows. Divide the modified DEX by 10 and round down. Roll 1D10, divide by 2, and round down again; add this to the first number to give the initial AP. To compensate for the greater agility of meat-eaters, herbivores are assumed to move more quickly (over short distances) than carnivores or omnivores in order to escape from being eaten; their AP score is modified by +2 to reflect this.

Carnivores, because they must kill their prey before they eat it, are assumed to have a higher Skill Rating in *Unarmed Combat* and to give more damage than omnivores. Herbivores, because they eat relatively defenseless plants, are assumed to have a lower Skill Rating in unarmed combat and to give less damage than omnivores. The table below gives the rolls necessary for establishing the creature's Skill Rating and the modifiers to the damage that they give. To find the Skill Rating, roll percentile dice, divide by 2, and round down; this gives base Skill Ratings between 1 and 50. The feeding habits modify this roll, so that carnivores have ratings between 41 and 90 and omnivores have ratings between 21 and 70.

The average To-Hit Number for unarmed combat is determined by adding the creature's average modified DEX to its Skill Rating in *Unarmed Combat*. Divide this total by 2 to give the average To-Hit Number for the race. This number, which should be calculated now, represents the ability of an average, healthy individual; any given individual may have a greater To-Hit Number or a lesser To-Hit Number, at the gamemaster's option.

The base damage is determined by the *Alien Attribute Table*. This is modified by the creature's Skill Rating in *Unarmed Personal Combat*. To find the modifier, divide the Skill Rating by 10, round down, and add any modifiers because of feeding habits from the table below. This gives modifiers between 5 and 10 for carnivores, between 2 and 7 for omnivores, and between 0 and 4 for herbivores. This means that every time the creature scores a successful hit in unarmed combat, the damage given is the dice roll from the *Alien Attribute Table* plus the modifier determined from the table below.

Once the AP score, Skill Rating in unarmed combat, To-Hit Number, and damage are determined, record them on the *Alien Creation Record*.

TACTICAL MOVEMENT AND COMBAT STATISTICS

Feeding Habits	AP Score	Combat Skill Rating	Damage Modifier
Carnivore	DEX ÷ 10 + D10 ÷ 2	40 + D100 ÷ 2	Skill Rating ÷ 10 + 1
Omnivore	DEX ÷ 10 + D10 ÷ 2	20 + D100 ÷ 2	Skill Rating ÷ 10
Herbivore	DEX ÷ 10 + D10 ÷ 2 + 2	D100 ÷ 2	Skill Rating ÷ 10 - 1

The *F'lanari* have a modified DEX of 64; dividing this by 10 gives 6.4, rounded down gives 6. The 1D10 roll for their AP score is 9; dividing this by 2 gives 4.5, rounded down gives 4. They are carnivores, and so there is no modifier, and so their AP score is 6 + 4, or 10.

The percentile roll for their Skill Rating in Unarmed Combat is 89; dividing this by 2 gives 44.5, rounded down is 44. After adding the modifier of +40 because they are carnivores, their Skill Rating is 84.

The *F'lanari* have an average DEX of 64 and a combat Skill Rating of 84. Adding these together gives 148; dividing by 2 gives 74. This means that their average To-Hit Number is 74, and they hit 74% of the time in unarmed combat.

The *F'lanari* give a base damage of 2D10 in unarmed combat because of their high STR. This is modified for their skill in unarmed combat. To find this modifier, divide their Skill Rating of 84 by 10, giving 8.4; round down to give 8. Because they are carnivores, there is an additional modifier of +1, bringing the total Damage Modifier to 9. Adding this to the creature's base damage makes the damage 2D10 + 9.

Fleshing Out The Numbers

The *Alien Character Record* shows all of the numbers that define a new life form. Just as a *Character Sheet* only gives the skeleton of a player character, the *Alien Character Record* only gives the skeleton of the race just created. The gamemaster must look at the numbers and turn them into a flesh-and-blood (in most cases) creature. There are no real guidelines for this, but there are a number of questions that the gamemaster can answer for himself to help this process.

1. Where does the creature live? In trees, in the air, in water, on the ground?
2. How does the creature move? The answer to this question depends on its DEX score, its AP score, and on where it lives. For example, if the creature lives on the ground, does it walk on 2 legs, 3 legs, 4 legs, or more, or slither on its belly?
3. What does it eat? The answer to this depends on its feeding habits and its skill in unarmed combat, which can be used as a measure of its hunting ability.
4. How does it get its food? The answer to this depends on its STR, INT or MENT, its DEX, its feeding habits, and its skill in unarmed combat. The answer to this, coupled with the creature's type, size, and END may give a hint about the shape of its body.
5. What does its skin look like? The answer to this can be used to explain its armor protection.

6. How does it do its damage? With teeth, claws, tail, arms, or sting? The answer to this depends on what type of creature it is. It also can be used to explain how much damage the creature does.

When these questions (and others that the gamemaster surely will think of) are answered, write the information about the creature on the *Alien Creation Record* as shown in the illustration.

Now we can flesh out the F'lanari's description a bit. Obviously, we are dealing with a very dangerous animal here – both strong and fast. We picture it as an animal that stands upright on 2 legs, one that is not quite a thinking animal, but at least as intelligent as one of the great apes of Earth.

The F'lanari stand about 8 feet tall, with a well-muscled but sleek body, with golden brown fur. It resembles the Earth legends of Bigfoot or the Abominable Snowman, but is much more slim and agile. It probably has the DEX and AP to be a natural climber, and so it probably lives in mountainous terrain. It scrambles up and down sheer cliffs deftly, attacking any prey it can find.

We will say that the F'lanari are highly territorial and mate for life, forming no group larger than an individual family. Young are run out by the jealous parents as soon as they can fend for themselves. These things have a nasty temper!

Given another million years or so, these creatures might develop enough intelligence to be called truly intelligent. For now, they are merely dangerous, violent beasts.

The completed Alien Creation Record for this creature is shown to give you the idea on how to write one up.

ALIEN CREATURE RECORD

Name: F'lanari
 Life Form: Mammal Size: Large Feeding Habits: Carnivore
 Attributes:
 STR 75 END 82 DEX 64 MENT 10
 (For Intelligent Races Only) INT _____ CHA _____ LUC _____ PSI _____
 Tactical Movement and Combat Statistics:
 AP 10 Combat Skill Rating 84 Damage 2D10+9 Armor 5
 General Description: Upright, 2-legged animal, very strong and intelligent, with a sleek body, golden brown fur, it resembles "Bigfoot" but is slimmer and more agile. It inhabits mountainous terrain. Highly territorial, living in no group larger than a family.

Combining this information with the World Log for Spartal IV, we come up with the following background. The Andorian military survey party that discovered Spartal IV and the creatures named them 'F'lanari.' In the Andorian language, this means 'golden death-bringers,' referring to an old Andorian legend about berserk warriors created from gold by a mad magician.

The F'lanari now are protected by the Federation until ecologists settle on a way to get at the valuable deposits in the mountains without being forced to exterminate the fierce F'lanari or lose miners to their deadly attacks.

ATTRIBUTE SCORES FOR INDIVIDUAL ALIENS

When generating values from the Alien Attribute Creation Table, a single number results, representing an average, healthy individual of the race. For the sake of play balance, individual members of the race should not vary by more than 25 points to either side of the number generated by the animal creation system.

For any individual's attribute, first determine if the attribute is greater than average or less than average. Roll 1D10; on a roll of 1 – 5, the attribute score will be less than average, and on a roll of 6 – 10 the attribute score will be greater than average.

Then determine if how much difference there is between the individual's attribute score and the average. For average attribute scores of 50 or lower, roll 1D10; for attribute scores of 51 or more, roll percentile dice and divide by 2. Add the number determined in this way to the average score if the individual's attribute score is to be greater than average. Subtract the number from the average attribute score if the individual's score is to be less than average.

NEW CIVILIZATIONS

The basic technological achievement of an intelligent race can be described by an overall assessment of the race's development in engineering and the hard sciences. Similarly, the social, economic, and political achievement of a civilization can be described by stating its development in social sciences and its basic attitude toward cooperation between individuals that shapes its specific government forms. In this game, these assessments are numerical indices called the technological index and the sociopolitical index, respectively.

In the system following, a 1D10 roll is used, with modifiers, to generate the six numbers that make up the Technological Index and the two numbers that make up the Sociopolitical Index. If the die rolls are too high, roll several times for each roll required, using the lowest number rolled. To parallel the system for generating attributes, a system is given below that will generate indices based on Human civilization in *STAR TREK's* time, except the index for psionics, which is based on Vulcan civilization.

This system uses dice rolls to generate the data and no system of random generation is even a fraction as good as the intelligent use of the human imagination. These dice rolls should be used only to spark a gamemaster's imagination or to give a push in one direction or another. The planets generated using this system, which is purely random, may not end up as being reasonable. Gamemasters should keep in mind that the system provides a guideline to the relative chances for each civilization attribute and does not guarantee overall acceptability.

Gamemasters should not be bound by this dice rolling procedure, but should feel free to throw out any results that make no sense given the physical type of the alien race or the campaign situation desired. Gamemasters should be reluctant to introduce many races that exceed the Federation's capability and *extremely* reluctant to introduce a race that exceeds the Federation's capability in more than one area.

LIFE AND CIVILIZATION LOG

The *Life And Civilization Log* is used to record the important information about a world where there is some civilization. Usually, it will not be used for worlds without intelligent, thinking, dominant life forms. The log has two parts. One of these summarizes the important aspects about the world's dominant life form. The other gives the important information about the life form's civilization. In the illustration, the shaded portion is filled in from the *Alien Creation Record* for the dominant life form.

LIFE AND CIVILIZATION LOG	
World Name: _____	Dominant Race: _____
Code: _____	Life Form: _____
Technological Index	STR _____ END _____ INT _____
Space Science Index _____	DEX _____ CHA _____ LUC _____
Physical Science Index _____	PSI _____
Engineering Index _____	Modifiers for Engineering Index and Planetary Science Index
Planetary Science Index _____	Physical Science Index 0-1 2-3 4-5 6-7 8-9 A+more
	Modifier 2 1 0 -1 -2 -3
Life Medical Science Index _____	Modifier for Life Medical Science Index
	Engineering Index 0-1 2-3 4-5 6-7 8-9 A+more
	Modifier 2 1 0 -1 -2 -3
Psionics Index _____	Modifier for Psionics Index
	Life Med Science Index 0-1 2-3 4-5 6-7 8-9 A+more
	Modifier 2 1 0 -1 -2 -3
Sociopolitical Index	
Social Science Index _____	Modifier for Social Science Index
Cultural Attitude Index _____	Space Science Index 0-4 5-6 7-8 9+more
	Modifier 0 -1 -2 -3

The civilization creation system follows the unshaded part of this log, with each step adding new information to the it. An example of this log has been provided, with all of the information filled in for the civilization of Phoebeus III. After each step in the process is explained in the text, the appropriate information will be generated for this example.

THE TECHNOLOGICAL INDEX

The technological index is composed of 6 numbers that range from 0 to 9, one for each area. Zero indicates no noticeable development and 9 indicates the highest level of development known at the time the Federation adopted the system; intermediate levels have proportional development. If a civilization has gone beyond the Federation in some respect, it is given a letter value instead of a number, beginning with A, which would correspond to a value of 10, and so on. Alphabetic designations are defined by the Federation Science Council as they are needed; a recent addition, they are rare and have been used only for psionically advanced races such as the Metrons and the Organians.

Technological Index Classifications

The classifications in the technological index, then, is a six-place series of numbers and letters, with the places represented in the following order: space sciences, physical sciences, engineering, planetary sciences, life/medical sciences, and psionics. For each area, the various numbers (or letters) represent breakthroughs that have a major effect on a culture's development. These breakthroughs do not proceed equally in all areas of achievement. Thus, where a race may be highly advanced in life sciences, it may still know very little about physics or engineering.

For example, the designation for Terra (Earth) in *STAR TREK's* time is 999994. In *STAR TREK's* time, Terra is on the verge of gaining a rating of "A" in life sciences, due to widespread experimentation in large-scale organ regeneration. A major breakthrough would make Earth the most advanced Federation member-planet in this regard.

The accompanying table gives brief descriptions for the divisions in the technological index for each classification, along with some representative accomplishments at each level.

Creating The Space Science Index

Generate the space science index by rolling 1D10. Subtract 4, making all negative results 0. This will give space science indices of 0 to 6. Space science indices above 6 are possible only if the gamemaster chooses that a culture will be capable of interstellar travel.

No interstellar-capable race should be generated as the result of random rolls. The addition of another spacefaring race to the *STAR TREK* universe should be considered carefully by a gamemaster, keeping in mind its effects on his campaign and on the players in it. Such a step should never occur because of a series of die rolls.

After it has been created, record the space science index on the *Life And Civilization Log* in the space provided.

The 1D10 roll for the space science index of Phoebeus III is 9. Subtracting 4 gives 5, indicating that the people of Phoebeus III are constructing space craft for unmanned space probes and artificial satellites, and that they are gathering data from the far reaches of the galaxy with their radio telescopes.

TECHNOLOGICAL INDEX CLASSIFICATIONS		
Space Sciences Index Rating Accomplishment 0 No accomplishment 1 Star recognition; constellations; basic astronomy and navigation 2 Recognition of other planetary bodies 3 Solar system mechanics; planetary motion 4 Relativity; celestial mechanics; stellar evolution 5 Basic astronautics; unmanned space probes; radio astronomy 6 Manned spaceflight; interplanetary piloting; environment suits 7 Manned interstellar probes 8 Impulse drive; sublight-speed vehicles 9 Warp drive; faster-than-light vehicles; advanced astrogation	Engineering Index Rating Accomplishment 0 No accomplishment 1 Rudimentary toolmaking; shelter building 2 Basic metallurgy; pulleys; complex levers; windmills and water wheels 3 Basic mechanics; steam power; flood control and hydroelectric power 4 Reciprocating engines 5 Heating and cooling systems; heavy machinery 6 Transistors and basic electronics, including computers 7 Advanced microcircuits and computer technology 8 Micromolecular circuitry 9 Atomic-level circuitry; gravity control technology	Life/Medical Sciences Index Rating Accomplishment 0 No accomplishment 1 Basic herbal medicine; cultivation of plants 2 Basic anatomy; animal husbandry; basic microscopy; cell theory 3 Basic physiology; detailed anatomy; blood and tissue typing 4 Basic genetics; microbiology; nitrogen cycle; routine surgery 5 Bacteriology and immunology; hybridization; basic hydroponics 6 Basic DNA and gene research; basic artificial limbs and organs 7 Gene surgery; advanced bionics and organ transplants; food synthesis 8 Portable medical scanners; cloning 9 Propoplaser surgery; major nerve regeneration
Physical Sciences Index Rating Accomplishment 0 No accomplishment 1 Control of fire; recognition of solid, liquid, gaseous states 2 Complex optics; rudimentary chemistry 3 Laws of motion; classification of compounds 4 Basic electricity; discovery of chemical elements 5 Radio communication; x-ray theory; atomic theory; organic chemistry 6 Atomic fission; microwave theory; electron microscopy 7 Controlled fusion; laser technology; heavy element chemistry 8 Subspace radio theory; advanced catalyst chemistry 9 Transporter theory; phaser technology; transmutation of elements	Planetary Sciences Index Rating Accomplishment 0 No accomplishment 1 Recognition of weather cycles and seasons 2 Empirical weather prediction; mineral and ore recognition 3 Classification of basic minerals and fossils; basic geologic history 4 Basic scientific meteorology; hydrologic cycle; water wave motion 5 Basic earthquake prediction and weather modification 6 Harnessed geothermal energy; 7 Gravity control; ecological control and enforced ecological balance 8 Planetary weather and climate control; crustal stress relief 9 Terraforming	Psionics Index Rating Accomplishment 0 No accomplishment 1 Psi activity largely unrecognized or unknown 2 Psi activity recognized, but only rare cases; no understanding 3 Psi activity documented in selected individuals; no understanding 4 Psi activity widely recognized; rudimentary understanding of use 5 Psionics measured in many; basic psionic theory understood 6 Psionics seen as conservable resource; widespread psionic research 7 Rudimentary training provided to psionically-gifted individuals 8 Psionics cultivated in all; widespread basic training provided 9 Widespread acceptance and use; extensive psionic training provided

Creating The Physical Science Index

Generate the physical science index by rolling 1D10. Subtract 2, making any negative numbers 0. This gives physical science indices between 0 and 8. Spacefaring races probably have physical science indices of 9 or more. After it has been created, record the physical science index on the *Life And Civilization Log* in the space provided.

The 1D10 roll for the physical science index of Phoebeus III is 8. Subtracting 2 gives 6, indicating that the people of Phoebeus III routinely use x-rays, radio theory, the atomic theory, and organic chemistry. Furthermore, they understand and use microwaves, electron microscopes, and rudimentary atomic fusion.

Creating The Engineering Index

Generate the engineering index by rolling 1D10. Modify this base number according to the physical science index, choosing the modifier from the table below. After it has been created, record the engineering index on the *Life And Civilization Log* in the space provided.

ENGINEERING INDEX MODIFIERS

Physical Science Index	Engineering Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebeus III's engineering index is 6. The table shows that there is a +1 modifier for its physical science index of 6. This brings the engineering index of 7, which means that the people on Phoebeus III routinely use microcircuitry and computers.

Creating The Planetary Science Index

Generate the planetary science index by rolling 1D10. Apply a modifier from the table below, based on the physical science index. After it has been created, record the planetary science index on the *Life And Civilization Log* in the space provided.

PLANETARY SCIENCE INDEX MODIFIERS

Physical Science Index	Planetary Science Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebeus III's planetary science index is 4. The table gives a modifier of +1 for its physical science index of 6. This brings the planetary science index to 5, which means that the people on Phoebeus III routinely predict earthquakes and the weather, and are beginning to modify the weather to suit themselves.

Creating The Life/Medical Science Index

Generate the life/medical science index by rolling 1D10. Apply a modifier from the table below, based on the engineering index. After it has been created, record the life/medical science index on the *Life And Civilization Log* in the space provided.

Apply a modifier from the table below, based on the engineering index. After it has been created, record the life/medical science index on the *Life And Civilization Log* in the space provided.

LIFE/MEDICAL SCIENCE INDEX MODIFIERS

Engineering Index	Life Science Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebeus III's life/medical science index is 5. The table shows that there is a modifier of +1 for its engineering index of 5. This makes the life/medical science index 6, which means that the people of Phoebeus III are constructing artificial limbs and organs, and they are initiating gene and DNA research.

Creating The Psionics Index

Generate the psionics index by rolling 1D10 and subtracting 3. Apply a modifier from the table below, based on the life sciences index. Make all negative numbers 0. After it has been created, record the psionics index on the *Life And Civilization Log* in the space provided.

PSIONICS INDEX MODIFIERS

Life Sciences Index	Psionics Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebeus III's psionics index is 2. The table gives a modifier of +1 for its life/medical sciences index of 6. This makes the psionics index 3, which means that although psi activity has been documented in the people of Phoebeus III, no real understanding of the phenomenon exists.

THE SOCIOPOLITICAL INDEX

The Sociopolitical Index is a two-digit index that contains values from 0 to 9. The first digit in this index is a measure of the culture's achievement in social science. The second digit is an indication of the culture's attitude toward cooperation.

When listed along with the Technological Index, the Sociopolitical Index follows it, with the two separated by a hyphen.

Social Science Index Classifications

The social science index, like the hard sciences indices within the technological index, is a linear progression in which 0 indicates no achievement and 9 indicates the greatest achievement known to the Federation at the time the index was determined. The table below gives the divisions of the index and examples for each division.

SOCIAL SCIENCE INDEX CLASSIFICATIONS

Rating	Accomplishment
0	No accomplishment
1	Recognition of formal leadership
2	Development of religion; specialization in professions
3	Development of social classes; symbolic economics
4	Basic socioeconomic theory
5	Basic psychology of own race
6	Psychoanalysis; behavior modification
7	Large-scale social planning
8	Elimination of racial, cultural, or sexual prejudice
9	Psychological theories and principles about alien races

Creating The Social Science Index

To create the social science index, roll 1D10 and subtract 3. Apply a modifier from the table below, based on the space science index, making all negative numbers 0. This will give a social science index between 0 and 7 for non-spacefaring races, and higher indices for races who probably have had contact with other spacefaring races. After it has been created, record the social science index on the *Life And Civilization Log* in the space provided.

SOCIAL SCIENCE INDEX MODIFIERS

Space Science Index	Social Science Index Modifier
0 through 4	0
5 or 6	+1
7 or 8	+2
9 or above	+3

The 1D10 roll for Phoebeus III's social science index is 6. The table indicates a modifier of +1 for the space science index of 5. This makes the social science index 7, which means that although the people of Phoebeus III have eliminated prejudice to some extent, racial, cultural, and sexual prejudice still exists. The governments of Phoebeus III are engaged in widespread social planning.

Cultural Attitude Index Classifications

The cultural attitude index is more circular than linear, with no one division of the index considered inherently superior. The progression from 9 continues back to 0. Thus, 0 does not indicate no accomplishment as in the other indices. This is not to say that cultures need necessarily move along the chart in one direction or another. Federation members and associated cultures display a wide variety of index ratings, from anarchy to monarchy to unity and back again. Many of these societies have developed from one classification to another, as indicated by the table, but a number of others have not. Terra (Earth) in the 20th century and in *STAR TREK's* time has a cultural attitude index of 7. Vulcan has an 8, but just barely.

The table below shows each division, and the paragraphs following the table give explanation of the divisions.

CULTURAL ATTITUDE INDEX CLASSIFICATIONS

Rating	Cultural Attitude
0	Anarchy
1	Pre-Tribal
2	Early Tribal
3	Advanced Tribal
4	Feudal
5	Monarchy
6	Controlled Monarchy
7	Representative Structure
8	Participatory Structure
9	Unity
0	Anarchy

... and so on

Anarchy: This attitude has no form of enforced or codified cooperation between individuals. This can be a very primitive development, as shown by cultures that have not learned to cooperate. It can also be a very advanced development, as shown by societies that have developed beyond the need to enforce or to specify the forms of individual cooperation. Thus, this classification both begins and ends the table, making it circular.

Pre-Tribal: This classification includes cooperation only by very small family groups or by larger groups on a temporary or some-time basis, such as temporary hunting alliances.

Early Tribal: This designation includes semi-permanent groups beyond the members of a family, as for hunting or mutual protection. Strong individual leaderships, rituals and customs are not present to any significant degree. Vulcan and Andor possessed early tribal structures of great stability.

Advanced Tribal: This designates societies with more stable groups, centered in a single area, that maintain a strong cultural identity, tribal customs, strong leadership, and identifiable legends, traditions, and history. The designation 'tribal,' held by some early sociologists to be inferior, has been proved on many planets to be a viable and very stable approach to cooperative effort. Modern Federation sociologists point to Earth's own American Indian cultures as being an excellent example of a very healthy form of advanced tribal structure.

Feudal: Societies in this classification are more widespread than tribal societies. They have developed an interdependence between the leaders and the followers, both groups having duties and obligations toward one another that bind them together, much as in an extended family. Choosing leaders is more ritualistic and less immediately practical.

Monarchy: Cultures in this classification have developed extremely strong leader/follower divisions, with selection of leaders almost exclusively ritualistic. Power is exercised by a few over the many, with fewer obligations on the part of the leadership.

Controlled Monarchy: In these societies, strong leadership of a ritualized nature is combined with a set of checks and balances to insure the well-being and cooperation of the populace.

Representative Structure: In this classification, leaders are chosen and decisions are made by representatives selected from among smaller interest-groups, whether they be regional, professional, or with some other base. Strong checks and balances protect the populace.

Participatory Structure: In these societies, individuals participate directly in major decision-making. For practical considerations, most of these cultures either are composed of a smaller number of individuals, or occur in technologically advanced societies.

Unity: Societies in this classification have no need for individual difference of opinion, such as in highly telepathic groups, hive cultures, or colony organisms.

Creating The Cultural Attitude Index

To create the cultural attitude index, roll 1D10, reading 0 as 0 and not 10. Modify this roll as needed, such as for large populations which are not technologically advanced, so that unlikely cultural attitudes are avoided. Record this index on the *Life And Civilization Log* in the space provided.

The 1D10 roll for Phoebe III's cultural attitude index is 7, indicating that representative government of some kind is standard on the planet.

Some readers will have recognized Phoebe III as Earth of the 20th century. Its Technological Index is 567563, and its Sociopolitical Index is 77. In star atlases and in the library computer, the world would be listed as Terra (c.1984), Sol III, 567563-77.

DESIGNING NPCs

For most NPCs, it only is necessary to provide the barest information. For others, a detailed character sheet should be created, much like that for a player character. Which to choose is determined by how the NPC will be used. For major antagonists of the player characters, or for crew members who are likely to be called on for help often, a detailed character sheet almost is required. The method for creating these major NPCs is similar to that for creating player characters, and is described below.

For NPCs who appear briefly and then disappear, only the bare bones need to be created. Sometimes, statistics and skills for unimportant NPCs need not be created at all, unless the player characters will engage them in combat. For these characters, and for general use, tables have been provided in the sections below.

DETAILED OFFICER DESIGN

Detailed NPC officers are designed just like player characters, which will create the characters' attributes, skills, and combat statistics. In addition to this information, it usually is necessary at least to make notes on each important NPC's distinguishing physical characteristics, brief personal history, and a personality sketch, including his goals/motives and the way he will behave toward the player characters. At the end of this book, a form has been provided that you may photocopy to use for these detailed NPCs.

DETAILED ENLISTED MAN DESIGN

Occasionally, the need may arise to create a detailed non-player character who is an enlisted man. Such persons would be encountered frequently by players on shore leave or at Federation installations.

Although all personnel aboard *Constitution*-class starships are of Ensign grade and above, this is not true of other

Typical Soldier/Guard

Attributes:

STR 65 + 2D10	END 60 + 2D10	INT 30 + 2D10
DEX 60 + 2D10	CHA 20 + 2D10	LUC 5 + 2D10
PSI 2D10		

Significant skills:

Marksmanship, Modern Weapon	40 + 2D10
Security Procedures	20 + 2D10
Small Unit Tactics	20 + 2D10
Unarmed Personal Combat	45 + 2D10

Romulans

Landing parties carry hand disruptors and communicators similar to Federation communicators. Security personnel carry disruptor rifles and wear armored vests and helmets (-2 damage points per hit).

Typical Sub-Commander

Attributes:

STR 60 + 2D10	END 60 + 2D10	INT 50 + 2D10
DEX 55 + 2D10	CHA 50 + 2D10	LUC 40 + 2D10
PSI 30 + 2D10		

Significant skills:

Administration	40 + 2D10
Leadership	60 + 2D10
Negotiation/Diplomacy	40 + 2D10
Starship Combat Strat/Tactics	50 + 2D10

Typical Centurion

Attributes:

STR 70 + 2D10	END 70 + 2D10	INT 40 + 2D10
DEX 65 + 2D10	CHA 35 + 2D10	LUC 30 + 2D10
PSI 10 + 2D10		

Significant skills:

Marksmanship, Modern Weapon	60 + 2D10
Security Procedures	40 + 2D10
Unarmed Personal Combat	60 + 2D10

Orions

All smuggler crew members carry sidearms, usually disruptors similar to Klingon disruptors, but occasionally Federation phasers.

Slave women employed in public entertainment often carry small, concealed knives, some of which may be poisoned or drugged. Their claw-like fingernails are usable in hand-to-hand combat (adding 2 damage points per attack).

Typical Smuggler Captain

Attributes:

STR 60 + 2D10	END 50 + 2D10	INT 50 + 2D10
DEX 50 + 2D10	CHA 50 + 4D10	LUC 25 + 2D10
PSI 20 + 2D10		

Significant skills:

Leadership	60 + 2D10
Marksmanship, Modern Weapon	40 + 2D10
Negotiations/Diplomacy	65 + 2D10
Unarmed Personal Combat	30 + 2D10
Starship Combat Strat/Tactics	65 + 2D10
Streetwise (including bribes)	60 + 2D10

Typical Slave Woman

Attributes:

STR 40 + 2D10	END 40 + 2D10	INT 20 + 2D10
DEX 80 + 2D10	CHA 90 + 2D10	LUC 40 + 2D10
PSI 30 + 2D10		

Significant skills:

Carousing (incl. seduction)	70 + 2D10
Dance	70 + 2D10
Music	40 + 2D10
Streetwise	60 + 2D10
Unarmed Personal Combat	30 + 2D10

Gorn

Landing parties carry Gorn blasters and communicators similar to Federation communicators.

Typical Captain

Attributes:

STR 80 + 2D10	END 75 + 2D10	INT 50 + 2D10
DEX 30 + 2D10	CHA 30 + 2D10	LUC 30 + 2D10
PSI 10 + 2D10		

Personal Combat Damage: +4, from claws and teeth

Natural Armor: -5 damage points/attack, for reptilian skin

Significant skills:

Leadership	40 + 2D10
Negotiation/Diplomacy	20 + 2D10
Unarmed Personal Combat	50 + 2D10
Starship Combat Strat/Tactics	40 + 2D10

Typical Soldier

Attributes:

STR 90 + 2D10	END 85 + 2D10	INT 30 + 2D10
DEX 25 + 2D10	CHA 10 + 2D10	LUC 20 + 2D10
PSI 10 + 2D10		

Personal Combat Damage: +4, from claws and teeth

Natural Armor: -5 damage points/attack, for reptilian skin

Significant skills:

Marksmanship, Modern Weapon	40 + 2D10
Small Unit Tactics	40 + 2D10
Unarmed Personal Combat	65 + 2D10

Tholians

The Tholians are designed to be the 'mystery beings' in the *STAR TREK* universe. No face-to-face contact should be allowed by gamemasters, and the exact nature of the members of this race should not be revealed to players. For the gamemaster's information, the information below gives the required Attribute Scores and Skill Ratings. No information should be provided to players about Tholian personal weapons or equipment.

Typical Captain

Attributes:

END 40 + 2D10	INT 60 + 2D10
CHA 30 + 2D10	LUC 30 + 2D10

Significant skills:

Leadership	50 + 2D10
Negotiation/Diplomacy	20 + 2D10
Starship Combat Strat/Tactics	60 + 2D10



PRESENTING SCENARIOS

BY WM. JOHN WHEELER

It is not enough to have a good design, because an adventure design is not the game. It is only the skeleton around which the game will be built. The game itself is the presentation of the adventure and the judging of the action that results.

When presenting an adventure scenario, the gamemaster has two main jobs. His first job is to describe the setting, so that the players have an idea of where their characters are; he must be the characters' eyes, telling the players what their characters are seeing. His second job is to bring to life every NPC and creature that the player characters contact, including each crew member not controlled by a player, each incidental NPC, and, particularly, each important NPC; his speech and descriptions will allow the players to react to these NPCs as though they were real.

Part of the game's enjoyment comes from being able to suspend disbelief and actually feel like you are aboard a starship like the *Enterprise*. The more real he makes his setting seem, the more easily the players will assume their roles and the smoother the game will flow.

This chapter contains hints on how a gamemaster can make his presentations exciting, so that players become more involved in the game and enjoy it more. The first section below deals with describing the setting, and the second with describing and role playing NPCs.

SEEING THE PICTURE

Role play games are highly visual, even though they may be played only with pencil and paper. They are visual even though the most important part of the game is talk – talk between players or between players and gamemaster.

Role play games excite the imagination like no other gaming activity. Although solving problems is an important part of the game, and although how all the players work together certainly determines the gaming atmosphere, role play is the hook that brings the players back and the mental pictures created in a game are what make the hook.

We all come to role play with a well-developed enjoyment of fantasy in some form or other – we're interested in heroes, villains, and situations larger than life, whether the settings of our fantasies are the lands of castles and legendary beasts, the gladiatorial arenas of Rome, the sage-brushed bluffs and scrub of the wild west, the opulence of a 1920's saloon, the rain-soaked battlefields of WWII, the post-holocaust rubble of New York, or the splendor of the starship *Enterprise*. Whatever the setting, we enjoy our flights of imagination (fantasies, in other words), because they allow us to become something we are not. The more real the role play seems, the more intense our enjoyment.

MAKING THE SETTING REAL

We create the 'reality' we experience in our games by drawing on our stored mental pictures. Whether we obtained our stored visual images from movies, television shows, cartoons, novels, comic books, history books, or even real life experiences, we use them constantly – they allow us to 'see' the action and the setting. The following description should give the idea:

As the shuttlecraft doors hiss open, the planet's greeting is like a blow to the head. The heavy, wet stench, enough to turn the strongest stomach, is matched only by the ugliness and desolation of the ruined landscape, seen through sheets

of warm rain. Metal, twisted and burned, sticks out of rubble piles like skeletal fingers, pointing toward the yellowish clouds that hover overhead. Only the howling wind may be heard above the splash of the rain.

The words that we use to describe the game setting or its action trigger our memory, which selects from the wealth of mental pictures stored there and delivers them to our imagination. Our imagination alters these images and sends our consciousness a picture of what we know 'it must look like.'

ROUTES TOWARD MORE APPEAL

There are two ways that gamemasters can increase the appeal of their presentations, one more important than the other. Gamemasters can make their descriptions more exciting by carefully choosing the words they use. Because the game depends on verbal descriptions, this is the more important way of increasing the appeal of any presentation. Gamemasters also can use a wide variety of game aids to focus the players' attention and increase involvement.

CREATING VIBRANT DESCRIPTIONS

As every fireside storyteller knows, the greater the visual appeal, the more thoroughly the listeners become involved in the story, 'seeing' the spooks that the storyteller describes. Role play games are much like stories, and gamemasters are storytellers, after a fashion. Thus, we, too, will be more effective if we increase the visual appeal of our stories. But this is only part of the answer.

Returning to the example above, we can see that visual appeal is only one of the things that calls up images. All of the senses – sound, smell, touch – must be included for the picture to be more complete. It seems that we must increase the sensory appeal of our games, by providing details that draw in the senses of our players. When we do this, we will help them to suspend the reality of the game room, and join the landing party on the newly discovered planet.

The most basic way to increase sensory appeal is to add detail to the descriptions of setting, action, props, and cast of characters. Dull descriptions make for dull games, spiced only by moments of action. Replace these with other descriptions that appeal to the players' senses, giving details that would be felt by the players if they were their characters.

These descriptions need not be written out in advance, but they need to be thought about before play. Few people have the story-telling knack so well perfected that they can wing it. Details need to be designed along with the other parts of a good scenario. If the adventure scenario is purchased, adding description is particularly important, for complete descriptions usually are not provided.

THE FIVE SENSES IN GAMING

There are 5 senses that are important to players, 4 regular senses and one special one. These senses include sight, sound, touch, and smell, but not usually taste, for few characters will go around with their tongues out. The fifth sense is perhaps the most important – how it *feels* to the characters, their gut response. For each area, NPC, object, event that you wish to describe, use the list of these senses, checking each off when you have thought about what details you will use to describe it.

DOING YOUR HOMEWORK

The presentation of an adventure begins before the game itself. It will be hard to make the game interesting unless you have thought about it beforehand. At some time before each game session, take some time to assess the things that are likely to take place. Then, prepare for each likely encounter as detailed below.

Imagine you are in the encounter area yourself; look around with your mind's eye and list the important things that can be seen; often these will already be described in the design notes. Then, pick one or two words to describe each thing on your list, not only what each looks like, but also what it feels like and smells like, if these are appropriate. Note these descriptive words can be noted on the scenario key along with the other information there.

Second, imagine yourself again in the encounter area. Are there any sounds that stand out? Is there a prevalent smell? Is there any other sense data that the player characters are bound to notice? If the answer to any of these questions is yes, then jot a brief note describing the sensation. Although they usually are not as important to the players as the objects in the area, the added description will make the encounter area seem more real.

Third, try to describe what the players would feel about the area. Is it awe at a particularly beautiful sight? Is it oppressed by the lowering clouds and the gutted ruins? Whatever the sensation, if there is one, describe it in one or two words. After all, if the players were there they would feel it, and so it is up to you to describe it. Care must be taken with this description, for it is ineffective to say "You feel awe." or "You are afraid." Instead, try to choose words that give the impression you are trying for. It may be a grey box, but if you describe it as "a sullen, gray box, lurking in the shadows," your players will get the idea.

Fourth, do the same thing with each NPC involved in the encounter. Some of these will be unimportant, mere window dressing. Spend little time on them except to create an overall view. Spend your time instead on the important NPCs. For each, try to give a description, touching particularly on the things that might distinguish this NPC from the next. Use this *recognition handle* to fix the NPC in your players' minds. The recognition handle can be visual, perhaps a physical characteristic (hair style, eye color, a deformity, or body shape), a peculiarity of dress (a uniform, medals, or a filmy gown), or a mannerism (a limp, a fake smile, or wringing the hands). It also might be audible (a wheeze, a whine, an accent, or a way of speaking, like John Wayne's "Waaal, Pilgrum."). It even might be smelled (beery breath, incredible BO, cheap perfume). The point is to give the *players* some handle to remember the character by.

Last, imagine yourself witnessing the encounter. Are there any hints that a perceptive or lucky character might notice that would aid him? Can these hints be described? If so, note them down. Use only a short-hand code, for usually thinking about the hint will be enough to spark your memory when the encounter is played.

Sure, this process is time-consuming. It is not necessary for all encounters, particularly those that will occupy only a fleeting moment in the game. It should be done, however, for each encounter that will take significant game time.

A THRILL A MINUTE

Much of role play's appeal comes from the thrill players get when they flirt at the edge of disaster. It seems that the more dangerous the encounter (to a point), the more players enjoy having lived through it. Details in a description momentarily raise the amount of danger that the players feel during an encounter. For example, a landing party happens upon a patch of strange flowers, barring further progress; the actions they take are likely to be different if the flowers are

described as fleshy and blood red, smelling faintly of dead meat. The details about the flowers, followed by the gamemaster asking if the player characters continue forward, leads to a series of decisions that stem from the possibility that the flowers are dangerous.

Gamemasters should be aware that if they provide detailed descriptions only in situations dangerous to the player characters, then their descriptions are like neon signs that read "BEWARE." Some of the detailed descriptions a gamemaster gives should be in dangerous situations, but some also should be for things helpful to the player characters, and some should just be window dressing. In this way, the gamemaster can keep the players guessing, never sure which clue will save or sever their necks.

USING GAME AIDS

The second route a gamemaster can take in adding excitement to his presentation is to use game aids. Game aids fall into three general groups: flat, 2-dimensional aids such as maps, floor plans, drawings, sketches, photographs, ship consoles, counters, and so on; 3-dimensional game aids scaled down in size, such as miniature scale-model starships, miniature figurines, and scale terrain; and full-size artifacts, such as a copy of a coded message, a simulated hand phaser, or a uniform. Any of these may be used in a game session, and the groups may be combined for greater flexibility.

MAPS AND MOVEMENT

A map can be a powerful descriptive tool, sparking the imaginations of both gamemaster and players. Detailed maps allow the gamemaster to describe what is shown in great detail, because he does not need to describe things that the map shows at a glance, such as size or relative position. The players can use the map to make wider, more creative choices of action, for their character's environment becomes more real. Every detail on the map has the potential for use, and games that use detailed maps usually have highly creative play.

Maps define not only space, but also time. Because they show how far apart things are, players with accurate senses of how fast something occurs (such as how far a man can move in one turn) can use the maps to predict movement. Therefore, it is difficult to discuss maps and mapping without also considering movement rates.

Tactical Map Scale

This game's tactical map scale is 1 inch = 3 meters (1:120; 1" = 10'), or about the scale of 15mm figures. It is used for buildings and starship deck layouts, most often using a grid of half-inch squares; at this scale, one square is 1½ meters across. This scale is very convenient for showing tactical combat. Four characters can fit in a square. At this scale, maps show detailed building interiors, individual trees, and other obstacles to movement and sight. Control panels and consoles, furniture, doors, and other furnishings can be shown in a size that is easy to see and use.

All combat and player interaction must be carried out in the tactical scale. When needed maps are not provided, the gamemaster should sketch them on blank graph paper or on a plastic grid board or mat. Many times interaction can be carried out in this way. Other times, a large tactical map and counters are unnecessary to resolve actions, and merely talking them out will be sufficient. Action points are used normally in this scale, regardless of whether the characters are on board ship or are planetside.

A cautionary note about detailed maps is in order. Many times players find unforeseeably creative ways to use the detail on the maps to discover new choices for their characters' actions. A gamemaster who uses detailed maps must

reward this creativity or the details might as well not be there. If a table is drawn on the map, allow the player characters to pick it up and knock over the three bozos coming in the door; after all, actions like that are the reason we play the games.

There are many times when a landing party will beam down to a planet's surface and want to see what the surrounding area looks like. They may want to see cities, bases, oceans, or any of a thousand places on the planet. The tactical movement scale would be impractical here, because to show an area the size of a small town would require hundreds of sheets of paper. Furthermore, to move characters at a rate of 12 or 15 meters in 10 second turns across the town would be a waste of time and energy. Therefore, the map scales and the turn length must be adjusted for larger areas. The easiest way to do this is by using a telescoping system, multiplying all factors involved by 10.

Area Map Scale

The next scale larger is the *area scale* of 1 inch equals 30 meters (1:1200; 1" = 100'). In this scale, the side of a half-inch square is 15 meters across and a turn is 1.5 minutes long. Maps will show small villages, bases, and similar size areas, giving the relative size of buildings, terrain in the area, and elevations in 5-meter steps.

Large Area Map Scale

The third scale is the *large area scale* of 1 inch = 300 meters (1:12,000; 1" equals about 1000'). A half-inch square is 150 meters across and a turn is 15 minutes long. This scale is used to show areas where greater detail is not important, but terrain and the relationship of surrounding areas is important. Elevation changes are shown in 10-meter steps.

Region Map Scale

The fourth scale is the *region scale* of 1 inch = 3000 meters (1:120,000; 1" equals a bit less than 2 miles). In it, a half-inch square is 1500 meters (1.5 kilometers, or roughly 1 mile) across. A turn is 150 minutes, or 2.5 hours long. This scale is used when large regions, many kilometers wide, must be crossed. In this scale, individual buildings cannot be seen, and only towns, rivers, rough areas, larger hills, mountains, and the like can be shown. Elevations are shown in 50-meter steps.

Mapping Space

Gamemasters can keep telescoping this scale upward. By doing so, whole planets, solar systems, and even the known universe can be mapped. When expanded 16 times, a parsec (about as far as a ship can travel in 1 day going warp 10) is about 1 inch long.

Mapping areas of space is often unnecessary in this game. It is usually enough for players to be told at the beginning of an adventure simply how long it will take them to travel to the nearest starbase or to the source of a distress call. Using the scale-expansion system, however, it is possible to draw maps for any area, including the known *STAR TREK* universe!

OTHER TWO-DIMENSIONAL GAME AIDS

Other two-dimensional game aids, such as floor tiles, large-area terrain maps, drawings, and photos also can be used; magazines, travel brochures, photo/art books, and science fiction art prints are invaluable resources. Many of these have been published for the *STAR TREK* universe.

FASA produces *Ship Recognition Manuals* that may be used to simulate the library computer readout for Federation and Klingon vessels, with more to come. These books give what appear to be computer-generated top, side, and front views of each vessel, and a three-quarter view, all illustrated

in a panel-like background. The *STAR TREK Tricorder/Starship Sensors Interactive Display* from FASA is a calculator wheel that is meant for players to use whenever they desire tricorder or sensors data during the game. FASA also produces *15mm Deck Plans* for the *USS Enterprise* and for a Klingon *D-7 Class Battle Cruiser*. The *STAR TREK III: Starship Combat Game* from FASA includes colorful counters showing the top view of 66 starships, 3 moons, 3 mines, 2 asteroid clusters, 2 large planets, and 2 space stations; in addition, the game provides a starfield mapsheet, and command panels for each major bridge position. Such graphic aids can really give the feeling of being aboard a starship!

MINIATURE GAME AIDS

Gamemasters also may use three-dimensional, miniature game aids, such as lead figurines, starship models, or scale terrain to add to the excitement of his game. Miniature officers, crew, and opponents may be used in conjunction with maps of the same scale to bring life to any adventure. They also may be used with the tactical movement system to turn any encounter into a scale or semi-scale miniatures battle/ballet, in which player actions are often more reasonable than the same encounter played without the miniatures.

Scale model interiors or wilderness terrain provide a banquet of sensory data. Interiors may be constructed from card or artboard stock and a razor knife. Wilderness terrain may be constructed from plaster and paper towels or from styrofoam using model railroading techniques. Plastic models of *STAR TREK* starships are available, and other models of space vehicles may be used as well. The more detail included in any model, the more choices the players can make. These game aids need only be representational, because the mind's eye fills in missing detail. Thus, gamemasters need only provide a minor amount of extra detail, concentrating largely on describing the action.

FASA produces a line of starship miniatures at 1/3900 scale. These can be used representationally, showing the relative position and attitude of two or more ships engaged in starship combat. They are fully compatible with the *STAR TREK III Starship Combat Game*, so that miniatures battles of starship combat may be shown. FASA also produces a line of 25mm miniature figures, including the bridge crew of the *Enterprise*, the crew of a Klingon *D-7 Class Battlecruiser*, Kahn and the crew of the *Reliant*, the scientists of the Regula I space station, the bridge crew of the *Enterprise* from *STAR TREK III*, and the Klingons from *STAR TREK III*.

PROPS AND PLAY-ACTING

The final type of play aid use involves life-size props and having players act out the things their characters do. In terms of player interest, nothing is more powerful, but nothing is as potentially destructive to the game.

Props require only time and a modest amount of dexterity and artistic skill — or money. Weapon replicas, uniforms, videotapes... the list is endless. FASA's *STAR TREK Tricorder/Starship Sensors Interactive Display* can be considered a prop, because it simulates the hands-on activity of a science or medical officer using his equipment to gain information.

Gamemasters may desire to have their players act out crucial moments. Caution is urged here to keep this within reasonable bounds. It is probably wise not to allow players to reenact the more violent parts of the drama, keeping in mind the bad publicity that could come from accidents.

WARNING: CONDITION RED

Although game aids add detail, they also decrease the attention given to the game's verbal description. In particular, gamemasters can be lulled into the trap of giving dull descriptions, thinking that their dullness is made up for by well-painted miniatures, well-drawn maps, or beautiful props.

Gamemasters cannot use the props to replace the verbal task of describing the setting, action, objects, and characters.

On the other side of the table, the more real the visual aid seems, the less the players use it to represent reality, and the more they use it as what is real. If miniatures are provided, players seem to feel that pushing the miniature around on the table is an acceptable substitute for describing their actions to the gamemaster. Furthermore, players can fall into the trap of 'what you see is what you get,' allowing their eyes to turn off their ears. *Game aids frequently cause players to stop listening to the gamemaster.*

Both gamemaster and players must remind themselves constantly that, even though game aids are wonderful additions to the game, the most important interactions are still verbal. *The game depends on the words spoken by the gamemaster and the players.*

STRETCHING THE DESIGN

Detailed descriptions stretch the amount of time that it takes to play through any design. For example, a rough map of the adventure area commands only momentary interest. Drawn to scale, it becomes a rudimentary planning tool, and players will pay more attention to it. Added detail, such as scale furniture or furnishings, will cause players to spend time just examining and savoring it. If the scale is enlarged, miniature figurines added, and such detail as can be shown at the tactical scale is provided, the gamemaster can ask the question "Just where are you looking now?" and watch his players jump.

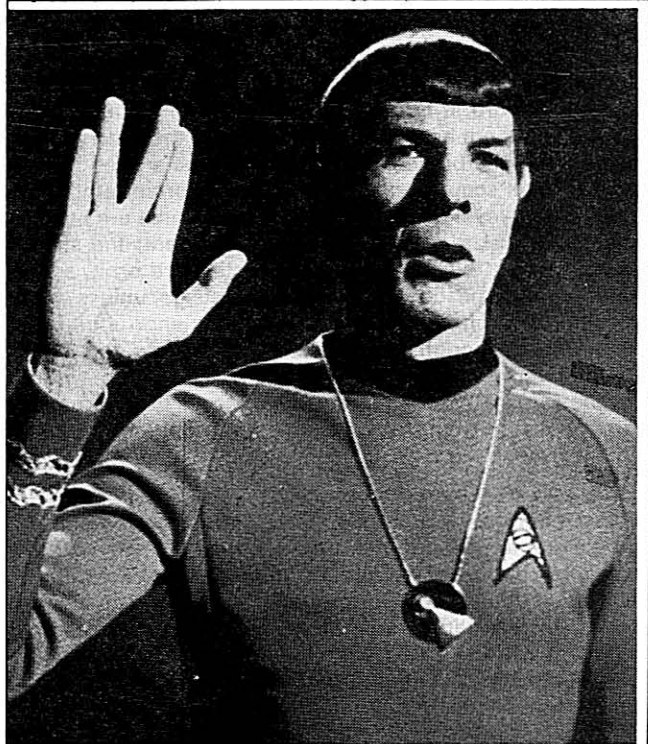
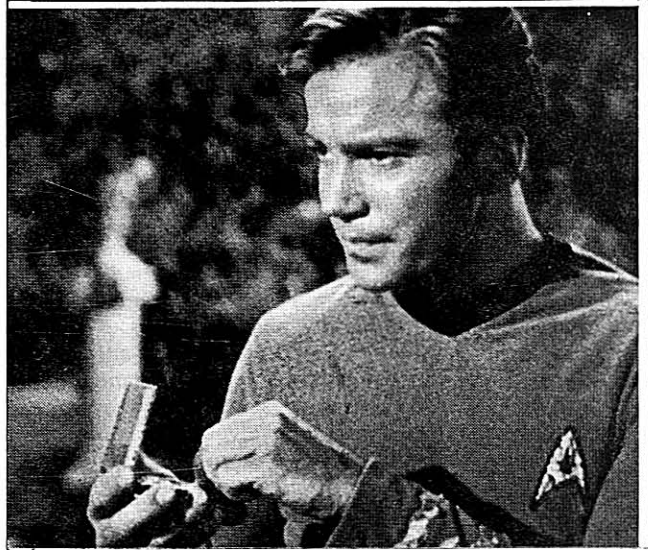
It is not unusual for two or three encounters with detailed descriptions or game aids to occupy a whole evening's play. This has the advantage of stretching a single design, scenario, or plot without sacrificing the players' interest. If a full-scale replica is made of even one artifact in the design, such as a brown and crumbling, crude map fragment with cryptic (but translatable) runes, the players are set for an additional half hour without using one bit of design.

The great science-fiction author Ray Bradbury has said that if you take the time to savor its details, life will seem twice as long. This can be restated to read, if your players take the time to savor its details, your design will last twice as long.

These presentation techniques change the quality of a game, and not the quantity of gaming. In games where amount is important — the amount of damage that can be withstood, the number of damage points delivered, the number of Klingons slain — adding these presentation techniques takes too much time to be of value. In games where the gamemaster and the players want fewer, more intense experiences, these techniques will be well worth the effort. The choice is up to you and your players.

O.D.-ING ON TECHNIQUE

The gamemaster must not overwork any presentation technique. Like candy at Halloween, too much of any one thing makes people tired of it. How much detail to give in description, how often to use detailed maps, how many miniatures battles, how many props or reenactments all depend on the combined desires of the gamemasters and players. Like any other trick of the master storyteller, these techniques must be chosen carefully to bring about the desired effect. Furthermore, they must be applied only often enough so that they do not become overworked and thus less effective. Properly used, they may be starting points for more creative play, and moments when excitement flows like fire through all.



JUDGING CHARACTER GENERATION

ASSIGNED SHIP, RANK, AND POSITION

CHOOSING A SHIP

Before the players can create their own characters, the gamemaster must make some decisions about his campaign or his adventure. The type of ship that the player characters will be using must be chosen. Any ship of Star Fleet is available, from a small scout to the large *Enterprise*-type ships themselves. The gamemaster must tailor this decision to his adventure or his campaign. Probably the first choice is to decide in which command the ship will fall.

Ships in the Galaxy Exploration Command will allow the players the most freedom to encounter new beings and planets for the first, but detailed surveys are not done here; though they certainly may become involved (just as the *Enterprise* did with weekly regularity), it is not the primary job of Exploration vessels to become involved, merely to discover and make an initial report.

Ships in the Military Operations Command probably have the most narrow scope for activities. Aside from starship combat, which these ships certainly can expect, the adventures probably will deal with restoring order to planets where the natural military balance has been disturbed by the Klingons or the Romulans, possibly providing technology to one tribe or group for their own ends.

Ships in the Colonial Operations Command are those which make the detailed surveys of a planet thought to be suitable for colonization. These vessels are the ones which encounter new civilizations and meet new natives. On worlds which have no civilizations, the Science Officers see much action.

Ships in the Merchant Marine Command deal with smuggling, Orion pirates, all types of rescues, and undercover missions similar to the 20th-century Coast Guard.

The size of the ship is of little consequence, though in a single adventure, it is best to choose a ship suitable for the job. It would not be a good choice to have the *Enterprise* tend shipping lane buoys, and it would not be a good idea to have a small scout vessel transfer an important ambassador to a high-level conference. Most adventures are planetside, and the size of the ship is not important; the ship merely arrives at the planet, parks in a standard orbit, and the landing party beams down. Once planetside, unless the players make too frequent use of the ship's enormous resources and not enough use of their own resources, the ship stays there until someone requests it to move. If the players abuse the ship's power, an ion storm or some other urgent need removes the ship from the area, leaving them to fend for themselves.

CHOOSING PLAYER CHARACTER RANK

Most often, the player characters should be the command personnel aboard the vessel chosen. Their ranks should reflect the size of the ship that they will serve aboard.

On small ships, landing parties may be made up of junior officers, possibly with a Lieutenant, jg, commanding. On larger ships like the *Enterprise*, however, most characters should be responsible, middle-level officers, senior officers, or department heads. In Star Fleet, department heads often go on landing parties in charge of junior officers.

In a game where rank has its privileges, the gamemaster must take care that the characters have approximately the same rank, so that some players do not take advantage of

their character's rank to take over another's character by ordering him about. This is a particularly important point when choosing the vessel's Captain, the highest-ranking officer aboard. The best way to avoid trouble is to make the player character with the highest rank the player who enjoys teamwork more than personal glory. If there is a novice in a group of veterans, make the novice the highest ranking officer, or if there is a shy player in a group of more boisterous players, make him the highest ranking officer so that he is forced into the decision-making role.

CHOOSING PLAYER CHARACTER POSITIONS

Next, the gamemaster must decide what positions on this ship the player characters will hold. Most often, this choice will be made together with the players, though the choices of Captain and First Officer should be made by the gamemaster. The Captain should be a player character for all shipboard adventures. In planetside adventures, he may be an NPC if the gamemaster (as most often is the case) decides to divorce the landing party from the enormous resources that the ship provides.

A character's position may be anything from a lowly Security Ensign to the Captain of the vessel itself. Department head positions available include Chief Engineer, Chief Communications Officer, Chief Navigator, Chief Helmsman, Chief Medical Officer, Science Officer, and Security Chief. The gamemaster must take care in this decision. Obviously, it would be no fun to play a junior research chemist stuck in the lab while everyone else gets landing party duty!

In planetside adventures, the more important officers seem to be, in order of importance, the Captain, the Science Officer, the Medical Officer, the Security Chief, and then the Engineer. In shipboard adventures, the more important officers seem to be the Captain, the Chief Engineer, the Helmsman, the Science Officer, the Navigator, and the Communications Officer.

The gamemaster should encourage the players to be somewhat more realistic about landing party composition than the TV episodes were. Gamemasters should *definitely* not allow the Captain and all bridge personnel to beam down for every landing party, armed to the teeth and ready for anything. If they do this too often, after all, there's always the chance something important could happen on board while everyone was planetside! Keep player-characters involved in the action, but every player character doesn't have to beam down for every landing party. Set up game situations cleverly, so everyone has a chance to do something, but not necessarily so everyone has to beam down.

CHOOSING A RACE

It is up to the gamemaster to decide whether or not to allow a player to have a non-Human character, and, if so, what type of non-Humans are available. In most ships, the crew is mostly made up of one race, with a sprinkling of other races.

If the gamemaster decides to allow non-Human characters (not advised for beginning gamemasters, beginning players, or beginning campaigns), then he must inform the players about the racial modifiers to attribute scores, so that they may make intelligent choices about their race.

Once a non-Human has been chosen, the gamemaster must be very strict about the way the player behaves. A non-Human does not behave in the same way as a Human.

A Vulcan cannot be emotional, and a Tellarite should not be overly friendly. The Sourcebook gives information about each race, and it is important the the player do his best to role play that information.

CREATING ATTRIBUTE SCORES

ATTRIBUTE SCORES

Attributes and Saving Rolls are the means by which the gamemaster has the player interact with his environment. They measure the character's potential with respect to the game setting. Once they have been determined, attribute scores normally do not change during the game by normal means. They may be modified by the gamemaster as a result of accident or other event during the adventure or campaign.

ATTRIBUTE SCORES DATA

For Average Human

Minimum Score	01
Average Score	40
Maximum Score	100

For Human Player Character

(except LUC and PSI)

Minimum Score	43
Average Score	57
Maximum Score	100

For Human Player Character LUC And PSI

Minimum LUC And PSI Score	01
Maximum LUC Score	100
Maximum PSI Score	70

ATTRIBUTE DESCRIPTIONS

Strength (STR)

A character with an STR score of 50 can carry about 50 lbs. at length without tiring, lift about 150 lbs. without strain, and drag a 200 lb. weight for a short time without exhausting himself. STR scores may be reduced at gamemaster's option as the result of an injury or illness that limits the character's potential, but it does not normally decrease as a result of combat injury.

Endurance (END)

Endurance itself is rarely used in the game; MAX OP END and CURR OP END are used instead. Although a character's MAX OP END and CURR OP END scores may go down and then up again several times in the course of a game because of temporary and wound damage and subsequent healing, they may never go above the original END score. Permanent damage may reduce the END score permanently, but this will not happen often.

Intellect (INT)

Characters with high INT scores will be able to gain more skills and create higher Skill Ratings than characters with lower INT scores. Characters with high INT scores also will find training at the Star Fleet Academy easier.

Dexterity (DEX)

Characters with high DEX scores move faster, have more actions, and are more accurate than others.

Charisma (CHA)

CHA scores are averaged with Skill Ratings in *Negotiation/Diplomacy* and *Leadership* to influence NPCs. Charisma is NOT necessarily physical attractiveness. The exact interpretation of any character's CHA attribute score should be discussed between the player and the gamemaster.

Luck (LUC)

Characters with a high LUC score may be able to succeed even when they might normally have failed, simply because of their LUC.

Psionic Potential (PSI)

A character with a high PSI score will not necessarily have psionic abilities because these depend largely on cultural background.

CREATING ATTRIBUTE SCORES

Initial Dice Roll

The table below gives the initial rolls for each of the seven attributes.

INITIAL DICE ROLLS

Attribute	Roll
STR	40 + 3D10
END	40 + 3D10
INT	40 + 3D10
DEX	40 + 3D10
CHA	40 + 3D10
LUC	D100
PSI	D100

Every so often, a player will make a set of initial attribute rolls that will make it difficult or impossible for him to play the character he has chosen to be or to play effectively in a particular adventure. In these cases, the gamemaster has the option to allow the player to reroll his attribute scores or to adjust them in some other way.

Some gamemasters have developed alternate ways to create the initial attribute rolls, such as rolling the 4D10 six times and choosing the best five. This is acceptable, but care must be taken not to unbalance the game by having characters with extremely high initial dice rolls. In no case should LUC or PSI scores be rerolled.

Racial Modifiers

For each race, apply the modifiers to the character's attributes *after* the die rolls but *before* the player uses the bonus points. If a character wants to be of mixed race, such as the Human/Vulcan Mr. Spock, use all the modifiers for the dominant side. In all cases, any score that finishes as less than zero is raised to 01, but any score going above 99 should be allowed to do so.

RACIAL MODIFIERS TO ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
PLAYER CHARACTER RACES							
Human	-	-	-	-	-	-	-30
Andorian	+10	+5	-	-	-	-20	-20
Caitian	-	-5	-	+20	+5	-10	-30
Edoan	-5	-	-	+15	-	-15	-35
Tellarite	+5	+5	-	-	-10	-20	-40
Vulcan	+20	+10	+10	-	-	-40	-
NON-PLAYER CHARACTER RACES							
Klingon	+10	+5	-	-	-20	-40	-50
Romulan	+10	+5	-	+5	-	-10	-20
Orion							
Dominant	+10	-	-	-	-10	-25	-30
Slave fem.	-	-	-30	+30	+30	-10	-10
Gorn	+30	+25	-	-20	-20	-20	-40
Tholian	N/A	-10	+10	N/A	-20	-20	N/A

Bonus Points

To find the number of bonus points, roll D100, divide by 2, and round up. These points may be divided between any attribute but PSI. No more than 30 points may be added to any one attribute, and no attribute score may be raised to more than 99 by adding bonus points.

Initially, it is a good idea to have characters with close to even scores in all attributes, because these characters are the easiest to play. Nevertheless, there are some places where adding the bonus points changes the character in

great ways, and the gamemaster should be aware of these trends, perhaps communicating them to players. These placements are detailed below, in order of importance.

Adding To INT: The most important use of bonus points is in INT, for characters gain many bonus skills and other training benefits with an INT score of at least 60, but preferably 70. Probably the first place a character should add his bonus is to the INT roll to bring it to 70.

Adding To LUC: The same may be true of the LUC roll, but this may be harder to bring to 70 and may not be worth the points that it takes.

Adding To END: Adding to the END score allows the player to live longer and to keep from falling unconscious so easily.

Adding To DEX: Adding to the DEX score is good for players who want action, for it increases the number of Action Points and adds to the To-Hit Numbers for all combat.

Adding To STR: Adding to STR adds to the damage done in unarmed combat, but little more. This will normally be the next to last place added.

Adding To CHA: Adding to CHA adds only to the character's persuasive ability with NPCs. It likely will be the last place a character will add his bonus points.

Adding To PSI: No bonus points may be added to PSI.

CREATING ENDURANCE STATISTICS

The table on the character creation short form gives the END statistics for a character at any moment. This subject is fully described in the section on **Judging Injury, Medical Aid, And Death.**

ENDURANCE STATISTICS TABLE

MAX OP END = END score - wound damage

CURR OP END = MAX OP END score - temporary damage

WOUND HEAL RATE = END ÷ 10, round down, (points per day)

FATIGUE HEAL RATE = END ÷ 20, round down, (points per 30 minutes)

INACT SAVE = 20

UNC THRESH = 5

CHARACTER AGING

The rules on character aging are included for those who want to use them. If a gamemaster wishes, they may be ignored.

As a result of the character generation system, for each 10 full years the character has lived beyond the critical age, roll 1D10 for each physical attribute (STR, DEX, and END). Reduce the attribute score by the amount rolled.

Once a campaign has begun, a Saving Roll against the character's LUC is made each game-year. If the roll succeeds, the character suffers no effects of the aging. If, however, the roll fails, STR, DEX, and END decrease one point.

CRITICAL AGES FOR ALL RACES

Race	Critical Age
Human	50
Andorian	85
Caitian	45
Edoan	75
Tellarite	50
Vulcan	110

NOTES ON SKILLS

SKILL RATING DEFINITIONS

Skill Ratings have a range of 1 to 99 points. A Skill Rating of 100 is an ideal that cannot be reached.

PROFICIENCY LEVELS IN ANY SKILL

Skill Rating	Proficiency In Field
0	Unskilled
1 - 9	Semiskilled
10	Minimum proficiency
10 - 39	Qualified
40 - 79	Professional
80 - 95	Expert
96 +	Acknowledged leader

Unskilled

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled

Characters who attempt to perform in an area where their Skill Rating is 1 - 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with modest success in most non-critical circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In using their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

Physical Skills: Characters with a Skill Rating of 10 or more in a physical skill may use that skill successfully to perform any normal action in non-critical, leisurely situations. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10. It also indicates that a person with a Skill Rating of 30 will take only one-third the time to do the same job as a person with a Skill Rating of 10.

Mental Skills: Characters with a Skill Rating of 10 or more in a mental skill will know the most common facts in the area and can use the skill successfully to solve problems in non-critical, leisurely situations. The Skill Rating is an indication of the quality of the solution, the difficulty of the problems that may be solved easily, and the time needed to come up with the solution.

Professionals And Experts

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll.

SKILL DESCRIPTIONS

Skills that require separate Skill Ratings are preceded by a star (*). The list of skill areas certainly can be expanded, and gamemasters are encouraged to devise additional skill areas to fit their own campaigns and own tastes. If a new skill is developed, it may be necessary to assign a certain

level in this skill to some player (or non-player) characters if it is reasonable that they would have some knowledge in the new skill. (Send any good ideas you come up with to FASA - we may be able to use them in later supplementary material. All material we use will be acknowledged in print!)

MASTER SKILL LIST

- Administration
- ★ Artistic Expression
- Carousing
- Communication Systems Operation
- Communications Systems Technology
- Computer Operation
- Computer Technology
- Damage Control Procedures
- Deflector Shield Operation
- Deflector Shield Technology
- Electronics Technology
- Environmental Suit Operation
- ★ Gaming
- Instruction
- ★ Language
- Leadership
- ★ Life Sciences
- Life Support Systems Technology
- ★ Marksmanship, Archaic Weapon
- Marksmanship, Modern Weapon
- Mechanical Engineering
- ★ Medical Sciences
- Negotiation/Diplomacy
- ★ Personal Combat, Armed
- Personal Combat, Unarmed
- Personal Weapons Technology
- ★ Physical Sciences
- ★ Planetary Sciences
- ★ Planetary Survival
- Security Procedures
- Shuttlecraft Pilot
- Shuttlecraft Systems Technology
- Small Equipment Systems Operation
- Small Equipment Systems Technology
- Small Unit Tactics
- ★ Social Sciences
- ★ Space Sciences
- ★ Sports
- Starship Combat Strategy/Tactics
- Starship Helm Operation
- Starship Sensors
- Starship Weaponry Operation
- Starship Weaponry Technology
- Streetwise
- Transporter Operational Procedures
- Transporter Systems Technology
- ★ Trivia
- ★ Vehicle Operation
- Warp Drive Technology
- Zero-G Operations

PRE-ACADEMY SKILL LIST

The total number of pre-Academy skills is the character's INT score, divided by 10 and rounded down. Half of these skills will be chosen from the Educational Background Skills, and half from the Personal Development Skills sections of the *Pre-Academy Skills Table*. A skill may be chosen more than once, but no skill may be chosen more than twice.

The Skill Rating for each choice is determined by rolling 1D10.

STAR FLEET ACADEMY SKILL LISTS

All player characters will attend Star Fleet Academy, and each will have the skills given in the *Academy Curriculum Skills Table* with Skill Ratings as indicated. Any skill preceded by a solid star (★) involves choosing the specific type of skill.

OUTSIDE ELECTIVES

Choose 5 electives from the list in the *Academy Elective Skills Table*. The Skill Rating for each skill chosen is 10 points. No individual skill area may be selected twice. Choices here may add to the Skill Rating of pre-Academy background skills.

ADVANCED STUDY

The number of skills that may be improved is found by dividing the INT score by 10, rounding up, and adding 5. Only skills that already have Skill Ratings may be improved; the amount of improvement is 1D10.

BRANCH SCHOOL SKILL LISTS

BRANCH SCHOOL CURRICULUM SKILLS

All characters will attend Branch School. Each character will have the skills listed in the *Branch School Curriculum Table* for the particular school he chooses.

OUTSIDE ELECTIVES

Two new skills may be added, or two skills may be improved. The Skill Rating in the new skill or the improvement in the old rating is 1D10 points.

ADVANCED TRAINING

The character may make 5 rolls to improve skills he already has in any area. The improvement is 1D10 points.

The number of Branch School skills a character improves depends on his intellect. To find this number, subtract 50 from the character's INT, divide by 10, and round down. Each skill chosen must be one the character learned or improved in Branch School; the Skill Rating for each is increased by 1D10 points.

CADET CRUISE ASSIGNMENT

DETERMINING CRUISE ASSIGNMENT

Roll percentile dice and consult the *Cadet Cruise Assignment Table*. Apply modifiers as required for INT, LUC, and previous cruises.

CRUISE RESULTS

To find out the results of a character's Cadet Cruise, roll percentile dice and consult the *Cadet Cruise Results Table*. Apply modifiers for cruise assignment, INT, LUC, and previous cruises. Science and Medical Officers are automatically promoted to Lieutenant, jg, after they successfully complete their Cadet Cruise.

DEPARTMENT HEAD SCHOOL SKILL LIST

Characters who are destined to become Department Heads are required to attend a one-year Department Head School before assuming that position; the school is attended only once in an officer's career. Characters who complete it are promoted one rank.

DEPARTMENT HEAD SCHOOL CURRICULUM SKILLS

All characters who attend Department Head School get the skills listed in the *Department Head School Skills Table*.

ADVANCED TRAINING

The total number of skills that may be advanced is determined by dividing the character's INT by 10 and rounding down. Skills must have been acquired previously, and they may be chosen more than once. The Skill Rating in each skill chosen is increased 1D10 points.

COMMAND SCHOOL SKILL LIST

Top command personnel aboard a starship, normally the Captain and the First Officer, must attend a one-year Command School; it is attended only once in an officer's career. Officers automatically are raised one rank after its completion.

COMMAND SCHOOL CURRICULUM SKILLS

All characters that attend Command School get ratings in the skills listed in the *Command School Skills Table*.

ADVANCED TRAINING

The number of skills that may be advanced is determined by dividing the character's INT by 10 and rounding down. Skills must have been acquired previously, and they may be chosen more than once. The Skill Rating in each skill chosen is increased by 1D10 points.

POST-ACADEMY EXPERIENCE

DETERMINING NUMBER OF TOURS SERVED

To find out how many tours the character served in all, roll 1D10, divide the result by 2, and round down. If the result is 0, make it 1. Consult the *Table Of Modifiers For Tours Served* to modify the result for INT and LUC and for destined rank and position.

DETERMINING TOUR ASSIGNMENTS

First Tour

Roll D100 and consult the *First Tour Assignment Table* to determine the location of each tour's posting, adding or subtracting modifiers for INT, LUC, and Cadet Cruise results.

Determining Officer Efficiency Reports

An officer efficiency report (OER) must be created for each tour served. This will help determine the posting for all tours of duty after the first. To do this, roll D100 and consult the *Officer Efficiency Report Results Table*. Apply any modifiers required for high INT or LUC.

Determining Other Tour Assignments

To determine the postings for all tours after the first, consult the *Tour Assignments Table* to determine the appropriate modifiers for LUC and OER for the last cruise. The total of these modifiers will determine which column of the table to use. Then roll D100 to determine the assignment.

Special Final Tour Posting

The last tour served is figured differently for a character about to serve aboard a *Constitution*-class vessel. To find out the special final posting for a character destined to serve aboard a *Constitution*-class vessel, roll 1D10. On a roll of 5 or less, the character served aboard a smaller exploration vessel. On a roll of 6 or more, his final posting is to a military vessel.

DETERMINING TOUR LENGTH

To find the tour length, roll 1D10, divide by 2, and round down. A minimum of 1 year must pass before the character is transferred elsewhere.

SKILL ADVANCEMENT

Consult the *Skill Advancement Table For Post-Academy Experience* to determine the total number of skills that may be advanced. These skills must have been acquired previously, and they may be chosen more than once. For each skill chosen, the Skill Rating is increased 1D10 points.

CHARACTER AGE

All players should calculate the age of their characters based on the table of *Age For The Training Process*.

INCREASING SKILL RATINGS THROUGH PLAY

There are two ways a gamemaster can allow characters to increase their Skill Ratings. The first allows a player to increase some of his character's Skill Ratings by 1 point after every game session, and the second allows him to increase those ratings by 1D10 points after every adventure or mission in a campaign. In either case, only the characters who saw action should have this chance, and only the skills that were used frequently should be considered.

In the first method, the player should keep track of all skills specifically used. For each skill used more than twice, the player should make a Skill Roll. In this case, the rating is increased by 1 point only if the roll is *greater than* the current Skill Rating. If the roll is equal to or less than the rating, the skill is not improved.

In the second method, the player may improve three (or more, at the gamemaster's option) skills the character used frequently during the course of the adventure. The player makes a Saving Roll against his character's INT score. If the roll is successful, the player may roll 1D10 and add the resulting number of points to his Skill Rating in that skill.

Gamemasters may award bonus points to characters who push a skill to its limit by frequent successful use or by passing a very difficult Skill Roll. They may also award an extra point to characters who had the opportunity to make close observations of someone with a greater Skill Rating engaging in more-than-routine use of the skill. This is a teaching situation, covered under the rules pertaining to the skill of *Instruction*.

Gamemasters also should provide the player characters with the opportunity to gain new Skill Ratings. Between adventures, a player should have a chance to make a Saving Roll against his character's INT score to gain a brand new skill. This roll should only be made when the player specifically asks to devote time to learning something new, and it should be made with a modifier of 20 subtracted from the INT, making success a bit harder to get. The time required should depend on the character's INT score and on the similarity of the skill to others he already knows; the minimum should be about 4 weeks.

Gamemasters should not allow Skill Rating increases to be too easy, or allow Skill Ratings to rise too quickly and too cheaply. Remember that Skill Ratings above 40 or 50 are (or should be) hard to attain — the result of intensive study and experience. It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival those of Kirk, Spock, McCoy and the like. After all, the heroes of *STAR TREK* are semi-legendary figures — the best of the best. If players in a campaign are rivaling the top-echelon *Enterprise* personnel, either the campaign has been going on a very long time, or increases are given out much too freely. Feel free to bend the rules (even the rules on when to give rating increases) when necessary to maintain play balance and game integrity.

JUDGING GROUND ACTION

Once the players are involved in their roles, the main function of the gamemaster will be to judge the effect of their actions on themselves, the setting, and the various NPCs.

In doing this, he must try to convey to the players that he is on their side — that the contest is not between them and *him*, but between them and *the opponents he has created*. He should be very fair in using his knowledge of their plans and the state of their ship so that he doesn't cause the players' opponents to act on information they would not have. He must be sure that the NPCs he controls behave according to the goals that he has set out for them at the beginning of the scenario.

He acts as final judge in any disputes, not only because he must know the rules well to take on the job, but also because it is *his* scenario. He should help the players do what they want to do by interpreting the rules for them, giving them suggestions about information their characters should know but they may not, and so on.

The most important thing that separates a good gamemaster from a mediocre one is that the good gamemaster controls his game. The dice suggest things to him, but they do not control his actions. There are times when he will want to give the players less damage than the dice would suggest, and he should feel free to allow this. After all, as the gamemaster it is up to him to see that everyone has a good time, and so he must be careful to be neither too hard nor too easy on the players. Although it is certainly fair that the players should not win every battle, they had better win their fair share or they will no longer want to play.

USING ATTRIBUTES

REQUESTING SAVING ROLLS

Saving Rolls are the way the gamemaster judges how player characters interact with the environment in general. It is the gamemaster who decides when a Saving Roll is called for, which attribute score is used as a base target, what modifiers there are to the target, and what effects passed and failed rolls will have on the action.

Saving Rolls generally are requested by a gamemaster if he is not clear that a player character can do something. They also may be requested when one of the character's attributes would allow him to do something that the player has not thought about. If a player character's skill would come into play, the roll generally is called a Skill Roll, which is described below.

After the gamemaster has decided that a Saving Roll is necessary, he determines which attribute is the base target, what the modifiers are to the target, and he asks the player to make a Saving Roll, usually telling the player which attribute is the base target and usually, but not always, telling the player what the modifiers are. Then the player rolls percentile dice. If the roll is less than or equal to the modified target, then the roll is successful; if it is more, then the roll is not successful.

SAVING ROLL TARGETS

FOR SPECIFIC ATTRIBUTES

Depending on the task, the base target may be the score in one attribute or another. If the action requires the use of more than one attribute, then the target could be the average of two or more attribute scores.

Targets may be modified by the gamemaster if the action is particularly easy or hard. In the case of an easy task, the gamemaster may specify a modifier which subtracts from the Saving Roll, making it smaller and hence making it easier to score under the attribute being tested. On the other hand, for particularly hard tasks, the gamemaster may wish to add to the die roll, making it harder to roll low. The modification may or may not be specified ahead of time by the gamemaster, although it usually will be if the results are something that the player would realize immediately.

Saves Against Strength

A Saving Roll against a character's STR score might be made when something heavy must be moved, or when a character must force open a door or perform other physical feats of power. If the door were made of steel and locked tight, the modifier might be quite high. If it were made of rotten wood, it might be a large negative number.

Saves Against Endurance

Saving Rolls against MAX OPEND will be made quite often, as indicated in **Injury, Medical Aid, And Recovery** and in **Tactical Movement And Combat**. Most often, these rolls will concern strenuous activity, and other situations such as when a character desires to hold his breath underwater for a long period, or undergoes torture at the hands of the Klingons.

Saves Against Intellect

A Saving Roll against a character's INT score may be made whenever the character needs to reason out a problem, or gather and process new knowledge that does not fit into an area of training. If the character has skills that would be of help in such an effort, the INT score could be only part of the target.

Saves Against Dexterity

A Saving Roll against a character's DEX score might be made for the character to perform an act requiring physical coordination, like walking over a slippery rope bridge. It also might be required for tasks needing quick physical reactions and reflexes, such as playing a game of zero-gravity handball, one of Kirk's favorites!

Saves Against Charisma

A Saving Roll against a character's CHA score might be required to catch the eye and attention of a member of the opposite sex, such as Captain Kirk was often doing, sometimes as a requirement of his duty to protect his ship and crew, but more often because he has little resistance to a charming woman! A character's CHA score, perhaps averaged with his Skill Rating in *Negotiation/Diplomacy* might be the target for a Saving Roll when he attempts to influence individuals, particularly if the benefit is great. Averaged with the character's Skill Rating in *Leadership*, his CHA score might be used to create a target for Saving Rolls when he attempts to lead or influence an unfamiliar or hostile group.

Saves Against Luck

Saving Rolls against a character's LUC score are used in this game in situations that may be affected by pure chance and coincidence and also in situations that are particularly sticky for a character. The gamemaster's object is to keep player characters alive if at all reasonable, and a LUC Saving Roll attempt might give a player a chance to bail himself out, particularly if the character could be killed. One important use of the LUC Saving Roll is to limit damage from energy weapons. Thus, a fatal shot could be reduced to a graze.

Sure, the LUC Saving Roll hampers realism, but *STAR TREK* adventures should reflect television realism, not the real world. On the other hand, 'the breaks' go both ways, and things could go badly if critical LUC Saving Rolls are failed.

Saves Against Psionic Potential

Vulcan player characters may realize their psionic potential to a greater extent, using PSI Saving Rolls to judge success in applying Vulcan psionic techniques. Humans and most other races will apply PSI Saving Rolls only as resistance to unwanted telepathic prying into their minds, and as modifiers to other types of psionic activity and attack.

USING SKILLS

SKILL RATINGS AND AUTOMATIC SUCCESS

Skill Ratings are the way the gamemaster determines if the character can use his skill to perform a desired action. If the rating is low, the chance of the action being allowed is also low, and if the rating is high, the chance of the action being allowed is high.

When a character uses a skill, the first thing the gamemaster must decide is whether or not the character has a Skill Rating great enough that he can perform the action without requiring a Skill Roll. If this is the case, then the action is automatically successful, and the gamemaster can judge the action accordingly. The rating descriptions below will help the gamemaster to determine if a skill is automatically successful; if it still is not clear, then a Skill Roll must be made as described in the following section.

Unskilled – Rating 0

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled – Rating 1 – 9

Characters who attempt to perform in an area where their Skill Rating is 1 – 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified – Rating 10 – 39

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with success in most non-critical (normal, routine, leisurely, non-stressful, every-day) circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In using their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

Physical Skills: Characters with a Skill Rating of 10 or more in a physical skill may use that skill successfully to perform any normal action in noncritical, leisurely situations. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10 in the same amount of time. It also indicates that a person with a Skill Rating of 30 will take much less time to do the same job as a person with a Skill Rating of 10.

Mental Skills: Characters with a Skill Rating of 10 or more in a mental skill will know the most common facts in the area and can use the skill successfully to solve problems in

non-critical, leisurely situations. The Skill Rating is an indication of the quality of the solution, the difficulty of the problems that may be solved easily, and the time needed to come up with the solution.

Professionals And Experts – Ratings 40 +

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll.

REQUESTING SKILL ROLLS

When a player character uses a skill in such a way that the gamemaster is not sure if the action will be successful, then a Skill Roll probably will be required. Just like Saving Rolls, the gamemaster chooses when a roll is necessary, what Skill Rating will be used as the base target, and what the modifiers will be.

After he has made these decisions, which sometimes are quite clear because of the rules and at other times are purely a matter of choice, he will ask the player to make a Skill Roll, specifying what Skill Rating will be used as the base target and frequently, but not always, telling the player what the modifiers are. Then the player rolls percentile dice. If the roll is less than or equal to the modified Skill Rating, then the action was a success; if the roll is more than the modified Skill Rating, then the action was a failure. This allows the gamemaster to judge the action.

Randomly Determining If A Roll Is Needed

Most times, it will be clear whether or not a roll is necessary. If it is not clear whether or not a particular skill use needs a Skill Roll, then the following system may be used. Subtract the Skill Rating from 100 to give the chance that a roll is necessary. Roll percentile dice, and if the number is equal to or less than the chance that a roll is required, ask the player to make the roll.

SKILL ROLL TARGETS FOR SPECIFIC SKILLS

Sometimes the target will be the Skill Rating itself, with no modifiers. At other times, the task really involves more than one skill, and so the target is the average of the ratings from the skills involved. Sometimes, such as with To-Hit Rolls (which are a special Skill Roll), the target will be the average of a Skill Rating and an attribute score. If a gamemaster feels that circumstances make the roll easier or harder to make, then he may add or subtract modifiers to the target.

The following skill descriptions should allow the gamemaster to judge how the skills will be used in the game.

Administration

This skill is taught in Department Head School. In trying to bypass normal Star Fleet channels, the Skill Rating should be averaged with the character's CHA score, simulating the character's effect on the clerks who could speed his request along.

Artistic Expression

A separate Skill Rating must be developed for each different type of art form; the specific form chosen must be specified. For performing arts, the effect of a performance would be determined by a Skill Roll based on the average of the Skill Rating and the character's CHA score.

Atmosphere Craft Pilot

This skill from the first edition rules is now covered under *Vehicle Operation*.

Carousing

This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It may be averaged with the rating in *Streetwise* to gain information by trying to drink an informant under the table. It is also averaged with MAX OP END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.

Communication Systems Operation

This skill will be used in any starship-based or planetside adventures where a character experiences difficulty in communicating either with Star Base, with the landing party, or with the ship in orbit. Half the rating should be used for characters attempting to communicate with unfamiliar archaic or alien communications equipment, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow even this equipment to be used at the full rating.

Communication Systems Technology

This skill is used whenever a character attempts to repair communications equipment. When attempting to repair unfamiliar archaic or alien equipment, the Skill Rating should be half normal, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow the full rating to be used. This skill is used during starship combat if a bridge hit knocks out the Communications Panel.

Comparative Archaeology

This first-edition skill is now a *Social Sciences* skill specialty.

Computer Operation

All Star Fleet personnel have a Skill Rating of at least 20, and Medical Officers, Communications Officers, and Science Officers usually have a rating of at least 40 in this skill. Any Star Fleet officer can *gather* the data, even though interpreting this data may require a specialist (Science Officer or Medical Officer).

Computer Technology

Engineering Officers, Science Officers, and Communications Officers have a Skill Rating of at least 10 in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships. After a bridge hit in starship combat, it is used, with a Skill Roll and averaged with the Skill Rating in *Starship Helm Operation* or *Starship Sensors*, to repair the helm console or the sensors panel.

Damage Control Procedures

This skill is used mainly in starship combat by the Communications/Damage Control Officer, who has a rating of at least 40. Its use always requires a Skill Roll. In combat, the officer uses the skill to reduce damage from incoming fire and also to repair superstructure damage already sustained. In other situations, it may be used to reduce damage from an unavoidable collision or the like.

Deflector Shield Operation

This skill is used mainly in starship combat by the Navigator, who has a rating of at least 40. Most often use of this skill requires a Skill Roll. The Navigator, for example, may need to make a Skill Roll to determine if he can raise a shield quickly in an emergency.

In non-critical situations, the skill may be used to manipulate the tractor/pressor beams without a Skill Roll, or with a roll for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams.

Deflector Shield Technology

Engineering Officers and Navigators have a rating of at least 10 in this skill so that they may make emergency repairs to the equipment, even during starship combat. In combat,

the Navigator may use this skill with a Skill Roll to repair damage to the deflector shield panel after a bridge hit. Without a roll, it could be used if a character desired to construct or repair a tractor/pressor beam or shield generator while on an adventure.

Electronics Technology

Science and Engineering Officers have a rating of at least 10 in this general skill.

Environmental Suit Operation

All Star Fleet personnel have a rating in this skill of at least 10, Security Officers at least 20, and Science Officers at least 30. Any unusual use will require a Skill Roll. Failure indicates that the character could not do what was attempted. A DEX roll would then determine if the character fell or put himself into a potentially dangerous situation.

Federation History and Law

This first-edition skill is now covered under *Social Sciences*.

Gaming

This skill does *not* include figuring odds and gambling, which are part of *Carousing*, though some card games and games with dice are included here, as long as skill, and not luck, controls the win. Gaming does not include physically strenuous games, which are part of *Sports*. The game must be specified.

Instruction

All Star Fleet officers have a rating of at least 10 in this skill. A Skill Roll will be required for a character to actually teach another a skill. The process takes time, based on the INT of the student and the Skill Rating of the teacher; the gamemaster must judge this, but the time required should be no less than 4 weeks. The teacher must have a rating in the skill being taught that is at least 20 points more than the student's rating in the same skill. If the Skill Roll is successful, the student gains 1D10/2 skill points.

Language

All characters are considered to have a rating of 40 in *speaking* their native tongue and a rating of 20 in *writing* it; in addition, all Star Fleet personnel are considered to have a rating of 40 in *speaking* Galacta and a rating of 20 in *writing* it. Each Star Fleet officer has a rating of at least 15 in *speaking* and *writing* one other language because of his Academy training. Communications Officers are given extra training, and Science Officers and Medical Officers become very proficient in another language. Characters who desire to increase their Skill Ratings in *writing* their native tongues and Galacta should use the *Trivia* skill. Translators have ratings of 40 or more in the languages they will translate.

Each language must be studied separately, so that a character, particularly a Communications Officer, will have a Skill Rating for each language he knows.

Leadership

All Star Fleet officers have a rating of at least 10 in this skill, and those who pass through Command School have a rating of at least 40. This skill is used when a character tries to influence groups, averaged with his CHA score. Skill Rolls will *not* be required for most orders given to an officer's subordinates, who are used to taking orders from him. Skill Rolls may be required when convincing subordinates to follow an *unusual* or *highly dangerous* order, depending on the circumstances. A Skill Roll would be required when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead.

Life Sciences

All Star Fleet officers have a rating of at least 10 in one of these sciences. Science and Medical Officers most often have ratings in several skills, or a rating of more than 40 in at least one of these skills. Separate Skill Ratings must be developed for each type of life science. The Skill Rating in the life science may be averaged with the rating in *Starship Sensors* to gain specific data, or it may be averaged with *Computer Operation* to gain information from a tricorder.

Life Support Systems Technology

Medical and Engineering Officers have ratings of at least 10 in this skill. In starship combat, this skill may be used, with a Skill Roll, to repair the ship's life support systems during starship combat. It also is used to repair a damaged environmental suit or life support belt.

Marksmanship, Archaic Weapon

This skill encompasses the use of all ancient (in *STAR TREK* terms) projectile weapons, from slings through crossbows to 20th-century firearms. It is averaged with the character's DEX score to determine the To-Hit Number for the weapon. Characters with a rating of at least 40 can construct or reload their own projectiles and make field repairs to a damaged weapon. Though separate Skill Ratings must be developed for each weapon type, gamemasters may allow half or more of a Skill Rating in one weapon to apply to the use of a similar weapon; the more similar the weapon, the greater part of the Skill Rating should be allowed.

Marksmanship, Modern Weapon

All Star Fleet personnel have a rating of at least 20 in this skill, and Security Officers have a rating of at least 40. This rating is averaged with the character's DEX to determine the base To-Hit Number for the weapon. Skill in one modern weapon gives skill in all that are familiar to the character; familiarity is gained rather quickly.

Mechanical Engineering

Engineering Officers have a rating of at least 10 in this skill, though most will want to make it higher by making this skill one of their 3 specialties from Branch School.

Medical Sciences

All Star Fleet personnel are qualified in personal first aid on themselves and members of their own race; this means that they have a rating of at least 10 in *General Medicine* for their own race. Medical Officers have a rating of at least 40 in their own race, and probably in several other races. Security Officers have a rating of 10 in *Psychology* for their own race; Medical Officers have ratings of at least 40 in *Psychology* for their own race, and probably in several others.

Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology*. These skills are pre-requisites to all other medical skills, and no other medical skill may be learned until a character has a rating of 40 in them. The character's skill in *General Medicine* is used with a Skill Roll for all emergency first aid attempts.

Skill Ratings may be gained in the other medical sciences, if a character desires. These ratings are used unmodified only for the character's own race. For other races, the character averages his rating in the skill with his rating in the *General Medicine* for the other race.

Negotiation/Diplomacy

All top Star Fleet command personnel have a rating of at least 10 in this skill. The rating in this skill is averaged with the character's CHA score as a base target for Skill Rolls to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council.

This skill may be used in any verbal interaction between player characters and non-player characters. One way to find

out if a Skill Roll is necessary is to subtract the rating from 100, giving the chance that a roll is needed. If a roll is not needed, then the character's verbal interaction proceeds in his favor. If a roll is needed and is successful, the same result occurs. If a roll is needed and is unsuccessful, then he fails. The more the roll was more than the target, the worse the reaction to the character. For example, if the character fails a roll by only 10 points, his attempt is met with a polite, regretful negative. If he fails by 30 points, the refusal to cooperate is forceful. If he fails by 50 or more, the refusal may be accompanied by physical force.

Personal Combat, Armed

This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword, the club or mace, the spear, and the knife or dagger. The rating is averaged with the character's DEX score to determine the base To-Hit Number for the weapon. A separate Skill Rating must be developed for each class of weapon, but half or more of the rating may be applied to similar weapons; the more similar the weapon, the greater the part of the rating allowed.

Personal Combat, Unarmed

This skill includes all combat types; no separate rating is needed. It is used to determine the proficiency of animals in combat as well; in general, meat-eaters are more proficient than vegetarians. The rating is averaged with the character's DEX to determine the base To-Hit Number for unarmed combat. For every 10 points in this skill, the damage in unarmed combat is raised 1 point.

Personal Weapons Technology

All Star Fleet personnel have a rating of 5 or more in this skill. Engineering and Security Officers have a rating of 10 or more. This skill would be used by a character attempting to make modifications to a phaser or disruptor or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug.

Physical Sciences

All Star Fleet officers have a rating of 10 or more in at least one of these skills. All Science and Medical Officers have a rating of 40 or more in at least one, if not several. Separate Skill Ratings must be developed in each science. The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation* to obtain specific information from shipboard or from a tricorder.

Planetary Sciences

All Star Fleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one. Separate Skill Ratings must be developed in each science. The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation* to obtain specific information from shipboard or from a tricorder.

Planetary Survival

Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets. Star Fleet personnel on a *pre-planned* landing party expedition will have ratings of at least 1D10 in this skill for the type of planet being investigated; at least one member of the landing party will have a rating of 10 or more, and likely of 40 or more. No training will be given the landing party members for unplanned landings.

Security Procedures

All Security Officers have ratings of at least 40 in this skill.

Shuttlecraft Pilot

This skill deals with the operation of the standard shuttlecraft used by Star Fleet and carried on many larger ships. All Helmsmen have ratings of at least 10 and Security Officers of at least 20 in this skill. A character may fly the craft under normal conditions with a rating of at least 10, but he must have a Skill Rating of at least 20, or more commonly 40, to be assigned as a shuttlecraft pilot.

Shuttlecraft Systems Technology

All Engineering Officers have a rating of 10 or more in this skill.

Small Equipment Systems Operation

All Star Fleet personnel have a rating of 10 or more in this skill, and thus are able to use most Star Fleet equipment, including standard medical equipment, under normal circumstances.

Small Equipment Systems Technology

All Engineering Officers have a rating of at least 10 in this skill.

Small Unit Tactics

Security Officers have a rating of 20 or more in this skill.

Social Sciences

Every Star Fleet officer has a rating of at least 15 in the culture/history and the laws of the Federation. Security Officers have a rating of 20 in Federation Law. Those officers who complete Command School have ratings of 25 in *Federation Law* and of 20 in *Federation History/Culture*. Communications Officers usually have ratings in the history/culture of several races. Separate Skill Ratings must be developed for each separate race and for each different field. The Skill Ratings in these fields may be averaged with the rating in *Starship Sensors* to be able to find out specific information about a planet's culture.

Space Sciences:

All Star Fleet officers have a rating of 10 in *Astronomy* and in at least one other of these sciences. Furthermore, Navigators have a rating of at least 40 and Helmsmen of at least 10 in *Astrogation* (formerly called Starship Navigation); Engineering Officers have a rating of 10 or more in *Astronautics* (formerly called General Starship Engineering); and Science Officers frequently have ratings of 20 or more in several of these fields. Separate Skill Ratings must be developed for each different science. The Skill Rating in these fields may be averaged with the rating in *Starship Sensors* to find out specific information about space phenomena. In starship combat after a hit to the engine room, the Chief Engineer may be required to make a Skill Roll against his rating in *Astronautics* to successfully restore power to the ship's power grid.

Sports

Separate Skill Ratings must be developed for each sport desired. A Skill Rating of 10 in *Swimming* allows a character to swim for recreation without fear of drowning under normal circumstances, though a Skill Roll would be required to save another character's life or to swim for long distances. Vulcans and Caitians may not choose *Swimming* as part of their background. Characters desiring to use SCUBA gear should choose it as the subject of the *Trivia* skill.

Starship Combat Strategy/Tactics

Characters who attend Command School have ratings of 40 or more in this skill. Captains use this skill in starship combat to determine if they have the tactical advantage and can predict what their opponent will do before they commit themselves.

Starship Communications Procedures

This first-edition skill is now called *Communication Systems Operation*.

Starship Engineering

This first-edition skill is now the space science skill of *Astronautics*.

Starship Helm Operation

All Helmsmen have ratings of 40 or more in this skill. In starship combat, the Helmsman uses this skill, with a Skill Roll, to make emergency or evasive maneuvers. After a bridge hit, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology*, to repair a damaged helm console.

Starship Navigation

This first-edition skill is now the space science skill of *Astrogation*.

Starship Sensors

All Star Fleet officers have a rating of 10 or more in this skill. Helmsmen have ratings of 30 or more and Science Officers of 40 or more. When averaged with the skills in various sciences, this skill is used to interpret data about a wide variety of subjects. In starship combat, the skill is used, with a Skill Roll, to gain a sensors lock on the opponent and to obtain vital data about his preparedness and his intentions. After a bridge hit in starship combat, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology*, to make emergency repairs to the sensors panel.

Starship Weaponry Operation

All Helmsmen have ratings of at least 40 in this skill. It is always used with a Skill Roll or a To-Hit Roll in starship combat to determine the effectiveness of weapon fire.

Starship Weaponry Technology

All Helmsmen and Engineering Officers have ratings of 10 or more in this skill so that they may make minor to moderate emergency repairs of damaged or malfunctioning equipment. After a bridge hit in starship combat, this skill may be used, with a Skill Roll, to repair a damaged weapons console.

Streetwise

This skill is the urban counterpart of *Planetary Survival*.

Transporter Operational Procedures

All Star Fleet officers have a rating of 10 in this skill. This skill is used, with a Skill Roll and modifications, to determine the success of non-routine transporter operation.

Transporter Systems Technology

All Engineering Officers have a rating of 10 or more in this skill.

Trivia

This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill.

Vehicle Operation

Separate Skill Ratings must be developed for the operation of atmospheric craft, ground vehicles, and water vehicles. Skill ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the operation of most vehicles in the class. This skill frequently is chosen as a background skill as it is not a part of Star Fleet training.

Characters with this skill may apply half or more of the rating to the operation of archaic vehicles, such as biplanes

or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used.

Warp Drive Technology

All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more. In starship combat, this skill is used to coax extra power from the engines and to make emergency warp speed changes.

Zero-G Operations

All Star Fleet officers have ratings of 10 or more in this skill. Any unusual use of the skill will require a Skill Roll. To determine if a roll is necessary, subtract the rating from 100 to give the chance that a roll will be needed. If no roll is needed, the use will be successful without a roll. If a roll is needed and is successful, the same result occurs. If the roll is unsuccessful, the attempt fails, with the potential for harmful effects if a Saving Roll against DEX is not successful. When a character attempts to use other skills under such conditions, the Skill Rating is averaged with the other skill before a Skill Roll is made.

SECRET ROLLS AND HIDDEN SUCCESS

SECRET ROLLS

Sometimes, a gamemaster will want to keep it secret from the players that a Saving Roll or Skill Roll is needed from a particular player character. Several systems can be used to do this, as detailed below.

System I: Ask the players to make several percentile dice rolls at the beginning of the game, and record the rolls. Whenever you want to make a secret roll, consult the list which gives the roll. As rolls are used, cross them off. Make a new list at the beginning of the next game session, or continue with the old list.

System II: When a secret roll is required from one player character, request *ALL* players to make a 'utility roll.' Go around the table asking what the roll was from *ALL* players. Seem to pay attention to all responses, but it is only necessary to deal with the player who needed to make the roll. This is a good technique for raising the suspense, the Danger Quotient, in a game session, for the players will not know what you were using the roll for. You might ask for a roll every so often, even if you do not need one, just to do this, but do not overwork the technique or it will become stale.

HIDDEN SUCCESS

Sometimes a gamemaster must judge a Saving Roll or Skill Roll when the player character would not know the effects of the roll, whether he passed or failed. In this case, use one of the systems given below.

System III: Keep a record of all the attributes, To-Hit Numbers, and important Skill ratings for all players. When such a roll is necessary, have the player roll the dice without knowing why. Then you consult the record to determine if the roll was successful.

System IV: This system, called the floating base system, allows players to make all dice rolls and does not require that the gamemaster keep any records. When a roll is necessary, the player *AND* the gamemaster roll percentile dice. The player reports the results of his roll *AND* the appropriate target to the gamemaster, such as, "I rolled a 49 and I have an INT (or Skill Rating) of 37." The gamemaster looks at his roll, which is the base (the lowest chance for success), and then adds the appropriate target to give the highest chance for success. In this case, if the gamemaster's roll were 26,

the sum would be 26 + 37 (the attribute score/Skill Rating), or 63. If the player's dice roll is between the base (the gamemaster's roll of 26) and the sum (63), then the roll is successful, as in this example (49 is between 26 and 63); if it is not, the roll fails (rolls less than 26 and more than 64 fail). When the sum is greater than 100, subtract 100. Therefore if the base (the gamemaster's roll) is 89, and the chance of success (the target attribute score or Skill Rating) is 40, then the sum is 129; any roll between the base of 89 and 00 is successful, as is any roll between 01 and 29, the sum minus 100.

JUDGING TACTICAL MOVEMENT

ESTIMATING AP COST FOR UNUSUAL ACTIONS

In situations where a character desires to perform an action not listed in the action table, the gamemaster should inform the player of the action's AP cost before the character completes his turn. This cost should be based on the table. When estimating the cost of actions, recall that the turn is only 10 seconds long and that a character with a high DEX may expend 10 to 15 AP per turn.

USING AP

Each character must determine the number of action points (AP) available to him during one 10-second turn in tactical movement or combat. This number is determined by dividing the DEX score by 10, rounding down, and adding 4. The *AP Cost Table* gives the cost for the various actions available to players when using tactical movement and combat.

JUDGING SPECIFIC ACTIONS

Position Change

Players must state when their characters are in a position other than erect, unless it is clear that they are prone. No movement is possible when a character is sitting or kneeling; a position change must be made first. Characters who wish to go from prone to standing must make 2 position changes — prone to kneeling, and kneeling to standing.

Movement

Move: If a character uses half or more of his AP in one turn to move across difficult terrain, such as steep hills, sand, snow, rubble, or the like, he may take temporary damage from fatigue. The player must make a Saving Roll against the character's MAX OP END. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Evade: If a character uses all AP to evade for a full turn, he may take temporary damage. The player must make a Saving Roll against the character's MAX OP END with a -20 modifier. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Run: It is possible to make other actions before running, but running is the last action possible in a turn because it uses up all the remaining AP. Once he decides to run, the running character may double his normal movement when figuring the number of squares he may run. If a character runs in two or more successive turns, he may take temporary damage; the player makes a Saving Roll against his character's MAX OP END. If the roll is successful, there is no temporary damage from the action. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Climb: Saving Rolls against DEX must be made if a character attempts any other action in the midst of climbing a ladder, rope, wall, cliff, or the like where both hands must be used to succeed.

Swim: If a character uses the full turn to swim, he may take temporary damage from fatigue. The player makes a Saving

Roll against the character's MAX OP END. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, the character takes 5 points of temporary damage.

Equipment And Weapon Use

Short Communication: During combat, the gamemaster should limit conversations between players to prevent long, unrealistic exchanges of information and discussion of tactics. The gamemaster should use discretion here, and if long communications are made, they should cost an appropriate number of AP. The use of this action *does not* include taking out and readying a communicator.

Operate Familiar Device: Operating unfamiliar devices should cost more AP, and the gamemaster should use his discretion on judging this. He should not tell a player how many AP operating unfamiliar devices will cost until the player has committed his character to the action.

Aim And Fire Weapons: These actions are resolved with the combat rules.

Throw Ready Weapon: This action usually is resolved with the combat rules given in the section on **Thrown Weapons Or Objects**.

Reload Weapon: Phasers and other modern sidearms usually cannot be recharged in the field. The cost is applied to each grouping for the weapon. If it uses single shots, the cost is per round; if it uses a clip, the cost is for the clip.

Combat And Emergency Evasion

Attack: After any armed or unarmed personal combat, after contact with the enemy is broken, the character may take temporary damage from fatigue. The player must make a Saving Roll against the character's MAX OP END. If the roll is successful, no temporary damage is taken. If the roll is unsuccessful, the character takes 5 points of temporary damage.

Parry/defend: Once the parry/defend action has been declared, it is effective for the rest of the turn against any direct attack from the front. If, for instance, Lee Sterling is attacked by a Klingon and chooses the parry/defend action, he may defend against any other Klingon who approaches and attacks later that same turn.

If a character successfully parries, the enemy's attack does no damage. In addition, he may declare a special opportunity action at the beginning of the following turn. This action costs the same as an attack, using up all the AP for the turn, but it comes before any other actions in the new turn. During this special opportunity action, the character may make a personal combat attack against *one* attacker whose attack he successfully parried in the previous turn. The attack must be made with any weapon already in the hands; no other weapon may be drawn or otherwise readied for this attack.

For example, Lt. Sterling is attacked by two Klingons. All characters involved in the fight have picked up metal bars, used as clubs, to fight with. When the first Klingon swings, Sterling will parry, using up all of his remaining AP and so he can make no other actions this turn. The first Klingon swings, but Sterling successfully parries and takes no damage. The second Klingon also swings, but Sterling is still defending automatically, because the parry/defend action lasts for the rest of the turn. Sterling's attempt to parry fails, and he takes full normal damage.

At the beginning of the next turn, Sterling may choose to make a special opportunity action — an attack on the first Klingon with the metal bar. He may not attack the second Klingon because he failed to defend against him, nor may he use a different weapon to make this special attack. If Sterling chooses to make this attack, it counts as a normal personal combat attack, and uses up his AP for the turn. If Sterling waits for the normal action sequence, he can attack anyone he wants, of course.

Dodge: Use of this action, which requires a minimum of 3 AP, does not guarantee success in dodging an attack. The action must be declared by a defender before the attacker rolls to hit, and it uses up the character's remaining AP. The defender makes a Saving Roll against his DEX. If the roll is successful, the defender may move into any adjacent square and the attack misses automatically. If the roll is unsuccessful, the character remains where he is, though use of this action makes him more difficult to hit. The attack proceeds as usual, but it is made with a evasion modifier of +15 to the To-Hit Number.

Duck Thrown Weapon/Object: Use of this action does not guarantee success in ducking a thrown object. The character doing the ducking must make a Saving Roll against his DEX. His remaining AP are used up regardless of whether or not the duck attempt is successful. The gamemaster may allow modifiers to the DEX Saving Roll according to the object thrown.

If the roll is successful, the character has dodged whatever was thrown. The thrown object will continue on for 1D10 squares, and anyone or anything else in this path may be hit if they do not duck. The gamemaster may adjust the die roll for the object thrown; for example, a chair will not travel as far as a knife. If the roll was not successful, the object thrown hits the intended victim.

Hide: The attempt to hide does not guarantee success. Gamemasters should judge this as seems reasonable for the situation, considering the size of the character, the amount of available cover, the activity of the potential observer, and so on.

For characters to spot hidden non-player characters, require a Saving Roll against INT, modifying for concealment as above.

Dive Roll: The character must make a Saving Roll against his DEX to complete this evasive maneuver successfully. If the Saving Roll is successful, the counter is moved 2 squares in the desired direction and the player announces whether the character is coming out of the roll kneeling or prone. If the Saving Roll is not successful, the counter is moved only one square, and the character is prone. Dive rolls can only be made straight forward, to the rear, or to either side; diagonal dive rolls cannot be made.

After a successful dive roll, a character may use a weapon if he has AP left to do so.

Flying Tackle: This action is resolved using the combat rules. The AP cost of moving the 3 squares is figured into the action's AP cost.

JUDGING LARGE-SCALE MOVEMENT

The larger scales exist to move players quickly from one encounter to another. In the larger scales movement is carried out a bit differently. Actions from the *Action Point Table* take so little time that they are not important when dealing with turns of 15 minutes or 2.5 hours long; the time needed to work a communicator or ready a weapon, for example, is minimal in the larger scales. Players and the gamemaster are urged to use their common sense when working with the large scales. Think about how long an action would take and translate it into these scales. If combat occurs, the tactical scale is used immediately.

In the larger scales, action points are used only to regulate movement, most often to see how long it takes a character to travel a certain distance or to see how far a character can travel in a certain time. AP are spent as in the tactical movement system, but only the movement actions apply. Each movement straight (at a walk) costs 1 AP per square, and each movement diagonally costs 1.5 AP per square. Evading costs 2 AP and 3 AP per square. Swimming and running cost as in the tactical movement system, but gamemasters

should be aware of fatigue. A character cannot move into a square if he does not have all the AP it would cost to cross. AP not used in a turn are lost; they cannot be saved for a later turn.

ACTION POINT MODIFIERS FOR TERRAIN TYPE

Each type of terrain crossed has a variable AP cost, depending on the type of terrain that occupies most (over 1/2) of that square. Climbing in elevation costs extra. The table below lists three basic terrain types used in this game package. Future expansions and adventures may list new types of terrain or special types particular to a region or planet. Gamemasters should feel free to add to or alter AP costs because some adventures may require more specification due to the situation.

Characters crossing rough terrain may incur temporary damage from fatigue. A Saving Roll against MAX OP END should be made at the end of any turn during which more than half a character's AP were used to cross rough or rocky terrain, swamp, sand, or snow. In the larger scales, these rolls should be made even for normal movement after the second turn.

ACTION POINT COSTS FOR LARGE-SCALE MOVEMENT

Clear, road, path	normal AP cost
Hilly, light vegetation	2x normal AP cost
Swampy, rocky, heavy vegetation	3x normal AP cost
Cliffs, rough terrain	2x to 4x normal AP cost

For example, Lt. Sterling has 10 AP per turn. In the larger scales, he could move through 2 hilly terrain squares straight forward, using 4 AP (2 squares \times 1AP each \times 2 because of the hills = 4 AP). Then he could evade 2 clear squares diagonally, using another 6 AP (2 squares \times 3 AP each \times 1 because of the clear terrain = 6 AP). This would use up his 10 AP for the turn. If the area scale were used, he would have travelled about 75 meters in 1.5 minutes. If the large area scale were being used, he would have travelled about 750 meters in about 15 minutes. If the region scale were being used, he would have travelled about 7500 meters (about 4.7 miles) in 2.5 hours.

VEHICLE MOVEMENT

The map scales and the turn lengths were chosen for movement on foot. Vehicles move at high speeds compared to the speed of a person on foot. The number of squares they move in one turn is so big that even slow vehicles can move across a map in 2 or 3 turns. Vehicle movement can be shown only if the turn length is shortened and the larger scales are used. A vehicle from the 1980s, travelling at about 100 kph (about 60 mph), passes through one square at the region scale (1.5 km) in about 1 minute; it passes through one square at the large area scale (150 m) in about 6 seconds. This movement can be shown on a map, but only if the 4-hour turn length at the region scale and the 25 minute turn length at the large area scale is ignored.

In the tactical movement scale, vehicle movement most often will be shown as an arrival or departure, and the placement of stationary vehicles will be more important.

Vehicle movement rates are provided in kilometers per hour (kph). To convert kph to squares per turn, multiply the number of kph by 2.78. Thus, if a vehicle is moving at 15 kph, it is moving at about 42 squares per turn at any scale (15 kph \times 2.78 = 41.7 squares per turn).

MOVEMENT THROUGH SPACE

The general maps of the Federation show some of the important star systems. These maps are in enormous scales to get them all on one piece of paper. On one, one-fourth inch is about 10 parsecs; one parsec is 3.26 light-years or over 9 million kilometers. You can see that the numbers are too big to work with, and so it is better to translate these

distances into travel times. Maps of smaller areas of space, such as solar systems, may be made by reducing the scale. Another useful scale is one-fourth inch equals 1 days' travel at Warp 3, or about 25.9 billion kilometers. (By the way, subspace radio travels about 10 billion kilometers in a second travelling at Warp 15, and it's still too slow for some things. Space is BIG!)

It takes about 28 hours to travel 1 parsec at Warp 10, and thus the map of the Federation has a scale of one-fourth inch equals about 11½ days travel at Warp 10. To find the travel time at Warp 10 between any two star systems, measure the distance with a ruler and multiply the result by 11½ days per ¼ inch.

JUDGING COMBAT

TO-HIT SEQUENCE

1. Determine normal To-Hit Number.
2. Determine range by counting squares from attacker to target along shortest route. Count target's square but not attacker's. If target is out of range, there is no shot.
3. Determine if LOS is blocked by drawing straight line between center of attacker's counter and center of target's counter. If it is, there is no shot.

Target Modifiers:

4. Determine range modifier and apply to To-Hit Number.
5. Determine size modifier and apply to To-Hit Number.
6. Determine position modifier and apply to To-Hit Number.
7. Determine concealment modifier and apply to To-Hit Number.
8. Determine movement modifier and apply to To-Hit Number.

Attacker Modifiers:

9. Determine aiming modifier and apply to To-Hit Number.
10. Determine movement modifier and apply to To-Hit Number.
11. Roll percentile dice. If roll is less than or equal to the modified To-Hit Number, the target is hit and damage is applied. If roll is greater than the modified To-Hit Number, the attack was a miss.

DETERMINING BASE TO-HIT NUMBER

The base To-Hit Number is the average of a character's DEX and his Skill Rating with the attack form he is using. Skill in *Modern Marksmanship* covers all phasers and similar energy weapons. Skill in *Archaic Marksmanship* applies only to the specific projectile weapon type mastered, such as bow, 20th-century pistol, rifle, and so on; when a character uses weapons that are close to the type mastered, the gamemaster may allow this Skill Rating to be used with a modifier. Skill in *Unarmed Personal Combat* applies to all forms of hand-to-hand combat, regardless of type.

Of course, if a player character does not know how to operate or point a weapon, such as an alien device not designed for humanoids, he cannot fire it at all without luck. In situations like this, the player should be allowed to make a Saving Roll against the character's LUC. If the roll is successful, he can determine how the weapon is fired and may use it.

Base To-Hit Number For Thrown Weapons Or Objects

The base To-Hit Number for throwing small objects is half a character's DEX. That for throwing large objects should be a combination of DEX and STR, depending on the circumstance. If a character has *Armed Personal Combat* skill with a knife or other throwing weapon, the base To-Hit Number is calculated as usual: DEX + Skill Rating divided by 2.

DETERMINING MODIFIERS

Range Modifiers

For each diagonal square counted when determining the range, add 1.5 squares to the total. If the total range is not a whole number, round up to the nearest whole number.

The gamemaster can adjust the range for elevation as seems reasonable; for most combats, this will not be a factor. In some cases, however, where the bulk of the distance between the attacker and the target is due to a difference in height above the ground, it could make a considerable distance. For each 1.5 meters above the ground, add 1 to the range, and for every square away from the target add 1.5 to the range.

In determining the proper range modifier, consult the *Weapons Table*, which lists the various ranges for the weapon being used. Then, for point-blank attacks or shots, those that occur in the same square or an adjacent square, use a +15 range modifier. There is no range modifier for short-range attacks or shots. Shots or attacks from medium range have a -15 range modifier. Those from long range have a -30 range modifier, and those from extreme range have a -45 range modifier.

Unarmed Personal Combat: All hand-to-hand attacks in unarmed personal combat get the +15 point-blank range modifier.

Armed Personal Combat: Armed personal combat and hand-to-hand combat attacks always receive the +15 point-blank range modifier. Some weapons in the tables do not have ranges listed. These weapons may only be used in armed personal combat, with the opponents in the same or adjacent squares. The knife/dagger is the only listed weapon that may be used in either ranged or non-ranged combat, but other weapons (like the spear) may be added to the list.

Size Modifiers

Small targets have a size modifier of -15, large targets have a size modifier of +15, and man-sized targets have no size modifier. When a character aims at a specific part of the target, use a -15 size modifier.

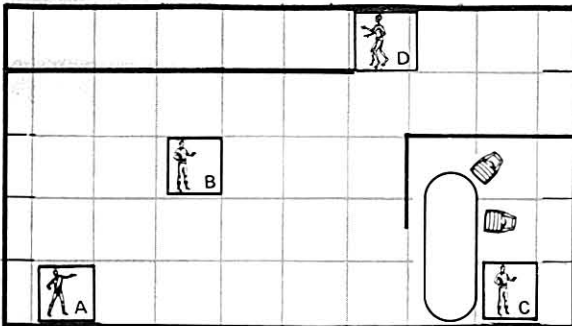
Position Modifiers

Position modifiers are given, taking no account of possible concealment modifiers. Apply a -5 position modifier to kneeling, crouching, sitting targets. Apply a -10 position modifier to stationary prone targets or crawling targets.

Concealment Modifiers

The exact concealment modifier should be determined by the gamemaster before the die roll, using common sense, discretion, and the following guidelines. If one-third or less of the target is concealed, no modifier should be added to the To-Hit Number. If between one-third and two-thirds of the target is concealed, a -10 modifier should be made to the To-Hit Number. If more than two-thirds of the target is concealed, the To-Hit Number should be modified by a minimum of -30. The Human peering from a gun slit might have a -50 concealment modifier.

The diagram below will help in determining LOS and concealment. In the diagram below, A is attacking B, C, and D.



When A and B exchange fire, no intervening obstacles are present. Clear LOS exists no matter what positions A or B take. The shots are made with no concealment modifier.

When A and C exchange fire, the console is between them. If C is standing, he is partly concealed from A by the console, though he has a clear LOS at A. Thus, A can fire, but he has a -10 modifier for the $\frac{1}{3}$ to $\frac{2}{3}$ concealment; C has no concealment modifier. If C is kneeling behind the console, however, he is more than $\frac{2}{3}$ concealed from A though he still has a clear LOS to A. Thus, A can fire, but he has a -30 modifier for the more-than- $\frac{2}{3}$ concealment; C has no concealment modifier. If C is prone behind the console, neither can see or hit the other.

When A and D exchange fire, the LOS is blocked by two things, both of which must be considered — D's concealment because B is in the way, and D's concealment because of the wall. If B is standing, the LOS is blocked in both directions, and neither A nor D may exchange fire regardless of D's concealment by the wall; if B is in any other position, the LOS is not blocked. If D is completely hidden behind the wall, LOS is blocked; neither A nor D can see one another and thus they may not exchange fire. Assuming that B does not block the LOS, if D is peeking around the wall's edge to shoot at A, both may fire. A has a -40 modifier because D is more than $\frac{2}{3}$ concealed, but D has no concealment modifier (though he may have a -20 aiming modifier if he is right-handed).

Modifiers For Target's Movement

The combat system was geared to targets moving at combat speed, and thus they have no movement modifier. Stationary targets are easier to hit, and they have a +15 modifier to hit. Running targets have a -5 modifier to hit, and evading targets have a -15 to hit.

Aiming Modifiers

For aimed shots, adjust the To-Hit Number by a +25 aiming modifier. For quick-draw shots, adjust the To-Hit Number by -25.

Gamemasters should not let more than one character out of 20 be ambidextrous. For off-hand attacks, apply a -20 aiming modifier.

For simultaneous attacks, apply a -10 aiming modifier to both attacks. Unless the character is ambidextrous, also apply the -20 aiming modifier to attacks with the off-hand weapon. Gamemasters should be cautious about allowing simultaneous attacks.

Modifiers For Attacker's Movement

When determining which modifier to use for the attacker's movement, determine what the action was just prior to the attack, even if it was in a previous turn. When a character makes an attack or fires after turning, changing position, drawing a weapon, aiming, firing, or any other action not involving movement, running, or evasion, apply no movement modifier. When a character uses AP to move and then to attack or fire, without a non-movement action in between, apply a -5 movement modifier. When the character is running just prior to attacking or firing, apply a -15 movement modifier. When the character is evading just prior to an attack of any kind, apply a -30 movement modifier.

CALCULATING ADJUSTED TO-HIT NUMBER

After all the target modifiers and attacker modifiers have been determined, adjust the base To-Hit Number by adding them to it or subtracting them from it. The modifiers are cumulative, and so the base To-Hit Number may be significantly changed from one instance to the next. Once all modifiers are figured in, the result is the adjusted To-Hit Number.

DETERMINING SUCCESSFUL ATTACKS

Rolls that are less than or equal to the adjusted To-Hit Number are successful attacks. Rolls that are greater than the adjusted To-Hit Number miss.

Any roll of 100 (00 on percentile dice) misses and any roll of 01 hits, no matter what modifiers have been added to or subtracted from the base To-Hit Number. This means that, as long as a target is within range and an LOS exists, there is always a chance to hit and there is always a chance to miss, no matter how small.

DETERMINING DAMAGE

Damage From Armed Combat

The *Weapons Table* gives the damage from armed combat. Any armor protection is subtracted from this damage before it is given to the target.

Damage From Unarmed Personal Combat

Damage done in unarmed combat is largely dependent on STR, as shown in the table on page 46. The Skill Rating in *Unarmed Personal Combat* modifies this damage by +1 point for every 10 points of skill. Natural weapons, such as fangs, claws, or the like, may add to the damage.

Armor

Armor may be natural, as on some creatures, or it may be artificial. In either case, if the target has any armor protection, subtract the armor rating from the damage given. If the result is 0 or less, no damage is taken at all. Armor is effective against hand-held weapons, against damage in unarmed combat, and against archaic projectile weapons or thrown weapons. It is ineffective against modern sidearms.

For heavy armor, adjust DEX as seems reasonable.

Parrying Attacks

Parrying requires a Saving Roll against DEX. If the roll is successful, no damage is taken. If the roll is unsuccessful, damage is given as usual. Attacks by an unarmed opponent or one who has no ready weapon may be parried or blocked without having any weapon or object to parry with. Attacks with a chair, sword, club, or the like, require that the defender have a parrying weapon or some other maneuverable object (like another chair) with which to intercept the attack, or no parry is possible. Ranged attacks (arrows, phaser fire, thrown daggers, etc.) cannot be parried, of course, nor can any attack from behind the defender.

Once the parry/defend action has been declared, it is effective for the rest of the turn against any direct attack from the front. If, for instance, Lee Sterling is attacked by a Klingon and chooses the parry/defend action, he may defend against any other Klingon who approaches and attacks later that same turn.

SPECIAL VULCAN ATTACKS

Psionics

Vulcan mental techniques are a useful part of the game, but they can be misused easily if Vulcan characters are allowed to use them too often. These rules permit their use where appropriate, but allow the gamemaster to restrict them for the sake of play balance. Gamemasters *must* keep Vulcan telepaths on a 'short leash' and not allow psionics to dominate the game.

The table below gives the modifiers used in judging success of the Saving Roll. The base chance of success is the character's PSI score; this is modified by a modifier for the type of contact being attempted and by a modifier for the conditions under which the attempt is being made. The table is not complete, and gamemasters are encouraged to apply other modifiers as needed for special situations or to alter the modifiers if the situation warrants.

There is *NO WAY* that a mind touch or other psionic discipline can be attempted in combat.

PSIONIC ATTEMPT MODIFIERS

Contact Type

Mind touch, one-way	
Basic concept or feeling	0
Short message, complex concept	-10
Mind touch, two-way	
Telepathic conversation	-20
Sharing of thoughts and feelings	-30
Total thought exchange	-40
Modification of subject's memory	-20
Mind fusion	-50
Mind meld, per additional person	1.5x modifier

Subject

Intelligence	
Intelligent Humanoid	+10
Intelligent non-Humanoid	0
Semi-intelligent creature	-10
Unintelligent creature or animal	-25
Unknown creature type	-20
State of mind	
Willing telepath	+ half PSI of less skilled
Willing non-telepath	+25
Unresisting or unaware	+10
Aware and consciously resisting	- half PSI of subject
Friendly or mentally sympathetic	+10
Previously mind-touched	+10

Conditions

Surroundings	
Total quiet, no one else present	+15
Comfortable, familiar location	+10
Touching subject	+20
Subject in sight, not touched	0
Subject distant	-10 or more

Because of the complexity of these rules, let's look at an example of Vulcan mind touch at work. Suppose a landing party from the *Enterprise*, commanded by Mr. Spock, is captured by hostile natives and locked in a cell. The jailer is right outside the locked steel door, dozing in a chair. The use of Vulcan mental abilities might get our heroes out of the spot they are in!

Spock can see the jailer through a small window in the door. He calls for silence and begins to concentrate...

The player running the character of Mr. Spock must now determine his chances of placing a suggestion in the mind of the jailer. He tells the gamemaster that Spock is trying to communicate to the jailer the feeling that the prisoners are escaping, hoping in his half-waking state he will get up and open the door to see.

Spock has a base PSI score of 97, and so he has a good chance that it will work. Looking at the chart of modifiers, the gamemaster sees that Spock is trying for a one-way mind touch for a short message or complex concept; the modifier is -10, adjusting the PSI target to 87.

The subject is an intelligent humanoid (+10), unaware (+10), and in sight and near (+0). The adjusted PSI target is now 107, and Spock can hardly fail. Furthermore, because the jailer is half-asleep, he probably would be easier to confuse, and so the gamemaster decides to give Spock an additional +5 bonus, bringing the adjusted PSI target to 112.

The roll is made, but it's not a good one — 99! Fortunately, the modifiers have helped, and Spock would have needed to roll 00 to fail. In fact, he would have been successful if his PSI score had only been 84!

The jailer jumps up, startled, and dazedly unlocks the door to look for the prisoners. The other members of the landing party jump the jailer and knock him unconscious, and the party is freed!

Nerve Pinch

The Vulcan nerve pinch is judged like any other attack. The base To-Hit Number is that for unarmed personal combat. Modifiers to the To-Hit Number are made for surprise, as shown in the table below; these are added to or subtracted from the To-Hit Number.

The dice roll is compared to the adjusted To-Hit Number. If the roll is successful, the victim is reduced to unconsciousness immediately, regardless of his CURR OP END. The effect lasts 2D10 + 10 minutes, and there is no residual loss of CURR OP END upon regaining consciousness.

TO-HIT MODIFIERS FOR NERVE PINCH

Condition	Modifier
Victim totally unaware	-30
Victim surprised or distracted	-20
Victim on guard in general	+20
Victim aware of nerve pinch technique	+40

JUDGING INJURY, MEDICAL AID, AND DEATH

TAKING DAMAGE

As wound damage is taken, it should be subtracted from the character's MAX OP END and from the CURR OP END. As temporary damage is taken, it should be subtracted from the character's CURR OP END. The MAX OP END score determines when the character may die, and the CURR OP END score determines when he will fall unconscious, as described below.

Instead of erasing the old OP END score during combat, it is a good thing to have players cross it out and write the new score beneath it in pencil. That way, if there is any question about the exact damage that is taken, the record is there showing each time that damage is removed. At the end of a game session, this list may be erased and the new score written.

INACTION

Whenever a character's MAX OP END or CURR OP END fall below the INACTION SAVE of 20, the character is either too wounded (ill) or too fatigued to perform ANY action normally. Any action after this condition has been reached must be accompanied by an END Saving Roll against the character's MAX OP END. If the roll is successful, then the character may perform the action; if it is not, he is either too hurt or too exhausted to do it, and collapses from the effort, taking 5 more points of temporary damage. A second END Saving Roll is necessary to see if the character falls unconscious.

Occasionally, a player will have his wounded character attempt an action that could make his injuries worse. In this case, the 5 points is additional wound damage, removed from both MAX OP END and CURR OP END. Passing a second roll is required to avoid unconsciousness from the pain.

UNCONSCIOUSNESS

When a character's MAX OP END or CURR OP END fall below the INACT SAVE of 20, an END Saving Roll against the character's MAX OP END is required. If the character fails this roll, then he passes out. After any attempt at subsequent actions, more Saving Rolls will be required, not only to see if the character can perform the action, but also to see if he passes out from the strain or the pain. Failing the unconsciousness roll causes the character to pass out.

Duration

Once a character is unconscious, he will remain that way for 2D10 + 10 minutes after which he will again be able to function normally. If the character's CURR OP END was below the UNC THRESH, the unconsciousness period of 2D10 + 10 minutes does not begin until his healing rate brings his CURR OP END above the UNC THRESH of 5.

Temporary damage does not accumulate beyond the UNC THRESH, and any temporary damage a character takes after the UNC THRESH has been reached is ignored. A character cannot stun an unconscious individual and expect unconsciousness to last longer; he must wait for the individual to wake up and stun him again.

REST AND HEALING

Regaining Temporary Damage

When a character rests for 30 minutes, he regains some of the points lost from his CURR OP END due to temporary damage. The number of points is his FATIGUE HEAL RATE, which is determined by dividing his END by 20 and rounding down. Rest means that no violent or prolonged action is possible. Gamemasters are advised to be strict about this, for players tend to push this point.

No matter how long the rest, a player may not raise his CURR OP END higher than his MAX OP END. See below for the healing effects of extended rest.

Regaining Damage While Unconscious

A character will regain CURR OP END lost due to fatigue at the normal healing rate for temporary damage during the time he is unconscious. If, however, unconsciousness were due to phaser stun, a Vulcan nerve pinch, or most drugs, the character will regain all CURR OP END lost due to these types of attacks as soon as he regains consciousness.

Regaining Wound Damage

When a character rests for one full day, he regains some of the points lost from his MAX OP END due to wound damage. The number of points he regains is his WOUND HEAL RATE, which is determined by dividing his END by 10 and rounding down. The rest must be for a full 24 hours; see the note above for definition of rest.

EMERGENCY FIRST AID

When MAX OP END is reduced to zero or below by injury, emergency first aid (use of the skill *General Medicine*) is the only way the victim can live, for normal healing will not begin while the MAX OP END is zero or lower.

When someone is mortally injured, record the damage taken below 0 MAX OP END and begin to record the time until first aid is applied. When a character attempts to give a victim emergency first aid, the player makes a Skill Roll against his character's rating in *General Medicine* for the race of the victim. If the medic does not have the skill for the appropriate race, such as having only skill for Humans and the victim is a Vulcan, only half the Skill Rating is used as the target for the Skill Roll.

The target may be modified by a number of factors. These modifiers, shown in the table below, are added to or subtracted from the die roll before it is compared to the target.

EMERGENCY FIRST AID SKILL ROLL MODIFIERS

Condition Present	Modifier
No medical equipment available	no modifier
Using medical field kit/first aid kit only	- 5
Using med pouch (Star Fleet or Klingon issue)	- 15
Using non-Star Fleet hospital or sick bay facilities	- 1 to - 20
Using Star Fleet hospital or sick bay facilities	- 25
Prior attempt(s) at first aid, successful or not	- 5 total
Per minute since zero MAX OP END was reached	+ 1
Per damage point below zero MAX OP END	+ 1
Additional personnel assisting	no modifier

If the Skill Roll succeeds, raise the victim's MAX OP END to 1 and begin the normal healing process. If the roll fails, continue to record the time; the MAX OP END remains at the current level, but the next first aid attempt will have modifiers for the time elapsed.

DEATH

If at any time the modifiers are enough to drop the Skill Roll needed for successful first aid to zero or less, the patient is irretrievably dead. The player should generate a new character.

VULCAN PAIN REDUCTION

It is impossible to provide a full set of rules for this action, and so gamemasters should judge it according to whatever seems reasonable. It is important to note that the technique reduces only *pain* and has no effect on the injury itself; thus its use might make the injury worse, because, after all, pain is one of the ways the body signals that it is in danger. This technique might be employed to prevent a character from having to make a Saving Roll against his MAX OP END when he has taken temporary or wound damage and his CURR OP END has fallen below the INACT SAVE of 20.

JUDGING EQUIPMENT USE

PERSONAL EQUIPMENT

Environmental Suit

Most unusual actions will require Skill Rolls against the character's rating in *Environmental Suit Operation*. Failure indicates that the action cannot be completed at that time in that way.

Life Support Belt

A 10-damage-point hit will render the belt useless.

Psychotricorder

The technician must have Skill Ratings of 40 in the appropriate *Psychology* skill and of 50 in *Computer Operation*. Skill Rolls required to establish a scan are made against the ratings in both skills, at a modifier of -20.

Subcutaneous Transponder

A 10-damage-point hit to the area of insertion will render the transponder useless.

Tricorder

The tricorder operator must first state what type of scan is being made. If the scan is common, then no roll is necessary for operators with a rating of 10 in *Computer Operation*. If the scan is unusual, then the operator must make a Skill Roll against the rating in *Computer Operation*. If the roll is made successfully, the gamemaster gives the information revealed by the scan; if not, the readings are fuzzy and the operator may try again.

If a character carrying a tricorder falls down, is shot by anything other than a stun weapon, or is attacked physically and knocked to the ground, he must roll 1D10. On a roll of 1, the tricorder is damaged and becomes inoperative. An inoperative tricorder can be repaired in the field 50% of the time by a person with skill in *Small Equipment Systems Technology*, assuming that he makes a successful Skill Roll and is carrying basic tools. Otherwise, it must be returned to the ship for repairs. If return to the ship is necessary, there is a 50% chance that the tricorder is so badly damaged that data it was carrying is lost.

The *Shipboard Systems* section of this book gives some hints on how to use sensors. These can be applied to the use of tricorders.

Universal Translator

When a new language is encountered, there is a 30% chance that it will be translated immediately. This chance increases 10% for each half-hour of conversation the device records or is fed in advance. A -10 penalty modifies the chance if the language is spoken by a non-Humanoid species.

MEDICAL EQUIPMENT

Biocomputer

A Skill Rating of at least 20 in *General Medicine* is required for use.

Cardiostimulator

A character reduced to zero MAX OP END or less through some kind of heart failure or shock (like electric shock) may require a successful application of this unit to be revived, at the gamemaster's option. Because its use is always in an emergency, a successful Skill Roll is required to use this device, and a Skill Rating of at least 20 in *General Medicine* is required for use at all.

Diagnostic Table And Panel

Anyone with a rating of 10 in *General Medicine* can take the readings from the panel's scales, but only someone with a Skill Rating of 20 or more in will be able to tell very much from them.

Drugs

Antitoxins: To determine if an antitoxin is effective, have the medical officer roll percentile dice. If the first roll is 50 or less, the antitoxin will cure 4D10 damage points; otherwise roll again. If the second roll is 50 or less, the antitoxin will cure 2D10 damage points; otherwise roll again. If the third roll is 50 or less, the antitoxin will cure 1D10 points. If none of the three is 50 or less, the antitoxins are totally ineffective. The 50% chance may be adjusted depending on the circumstances.

Coradrenaline: This drug neutralizes 2D10 points of damage from cold-based sources, and cuts further damage suffered by 1/2 for the next 3 hours.

Neural Paralyzer: The coma begins 1D10 + 5 minutes after the injection. If an injection of a light stimulant is not administered within a number of minutes equal to the character's END score, death will result.

Sedatives: Sedatives produce a temporary reduction in CURR OP END, which is treated much like fatigue. A light sedative reduces CURR OP END by 2D10 + 10 for 2 hours. A medium sedative reduces CURR OP END by 2D10 + 25 for 4 hours. A heavy sedative reduces CURR OP END by 2D10 + 40 for 6 hours.

If a sedative drops CURR OP END below the INACT SAVE of 20, the character must make an END Saving Roll to avoid unconsciousness. If the score drops below the UNC THRESH of 5, loss of consciousness is automatic. When the sedative wears off, the CURR OP END returns to its previous level, counting in any normal healing done while unconscious.

If a sedative's effect would drop a character's CURR OP END below zero, calculate the number of points below zero the CURR OP END would go. The character must make an immediate Saving Roll against his MAX OP END, minus the number of points below zero caused by the sedative effect. If the roll is unsuccessful, the character has been overdosed and MAX OP END drops to the level below zero that was calculated. The character is in mortal danger and will die without medical attention and successful emergency first aid.

Stimulants: Stimulants provide a temporary boost in CURR OP END. A light stimulant adds 1D10 to CURR OP END for a number of minutes equal to the character's END score. A medium stimulant adds 2D10, and lasts twice as long. A heavy stimulant adds 3D10 and lasts three times as long.

If giving a stimulant to an unconscious person brings CURR OP END above the UNC THRESH of 5, consciousness is regained for as long as the stimulant's effects last. Then the CURR OP END score returns to the original depressed state. A light stimulant will awaken a person who passed out *before* reaching the UNC THRESH; unlike a more seriously injured character, that person will *stay* conscious unless CURR OP END is dropped below the UNC THRESH by further injury.

When stimulants wear off, a Saving Roll against MAX OP END must be attempted. For a light stimulant, the roll is made without modifiers. For a medium stimulant, there is a -10 modifier to the MAX OP END, and for a heavy stimulant, there is a -25 modifier. If the roll succeeds, there is no adverse effect on the system when the drug wears off. If the roll fails, however, the shock to the system caused by the stimulant damages the character's system. A light stimulant does 1D10-5 damage points, a medium stimulant does 1D10-3 damage points, and a heavy stimulant does 1D10 damage points. A final result of zero or less means no damage was taken after all.

Warning About Sedatives And Stimulants

The use of stimulants and sedatives must be carefully controlled by the gamemaster (much as the real drugs must be controlled) to avoid unbalancing the game. They can be highly useful as a plot device or last-minute aid, but their use should be severely restricted.

Their use is tricky and only a doctor or someone with a Skill Rating of at least 40 in *General Medicine* should be allowed to administer them. Gamemasters are encouraged to keep a close eye on their use and find ways to discourage players if they misuse them to unbalance the game.

Stimulants and sedatives can be given unusual or annoying side effects. A light stimulant such as Formazine can cause irritability. A heavy stimulant like Cordrazine can cause severe mental imbalance and a feeling of acute paranoia, the effects lasting for anywhere from a few hours to a week, at gamemaster's option, depending on the size of the dosage and the END score of the character. A light sedative like Melanex can cause a vivid yellowing of the skin while the victim is under its influence.

Heartbeat Reader

A Skill Rating of at least 20 in *General Medicine* is required for use.

Hypo

Anyone with a Skill Rating of 10 or more in *General Medicine* can fill one, and anyone who is shown briefly how to handle it can give an injection under normal circumstances.

Med Pouch

Unless otherwise stated BEFORE leaving the ship, however, no items but those listed in the *Star Fleet Officer's Manual* are contained in the Med Pouch.

Protoplaser

With a 5-minute application, these devices will heal 1/2 the MAX OP END loss from any wound of fewer than 10 damage points. Anyone with a Skill Rating of 10 or more in *General Medicine* can use one for this purpose.

They also are used for more involved healing and surgery, but such use already has been figured into the medical rules. A Skill Rating of at least 20 in *General Medicine* is required for use on normal wounds, but major blood vessels, nerve tissue and delicate work requires a Skill Rating of at least 40.

Spray Dressing

Anyone with a Skill Rating of 10 or more in *General Medicine* can apply spray dressings.

SIDEARMS

Most sidearm effects are described in the section on **Judging Combat**. The information here is in addition to the information presented there.

Agonizer

On a high setting, a character must make a successful Saving Roll against END to take any action at all. A modifier of -50 is applied to this roll.

Wide Angle Stun

All phaser weapons can be set for wide angle stun effect. A wide angle stun shot affects all targets in three connected squares (any pattern chosen by the attacker), with full damage, graze damage, and power drain as noted in the weapons charts. A clear line of sight must be drawn to EACH target square, and all target squares must be within the weapon's SHORT range area, as shown in the weapons charts.

A separate To-Hit Roll must be made for all affected targets. If the To-Hit Roll fails, the target is unaffected, even if targets on either side or even in the same square are affected. Because of the wide-angle effect, a +20 modifier is added to the To-Hit Number, making a miss unlikely.

Resetting a weapon for wide angle stun requires performing a *Reset Weapon Settings* action, as does returning the setting to normal. No other type of phaser fire (heat, disrupt, etc.) is effective against any type of targets at the wide angle setting.

There is no 'wide angle heavy stun' setting. Only phaser-type energy weapons (not disruptors, police stunners, blasters, etc.) have the wide-angle setting.

Phaser Overload

A phaser set to overload makes a characteristic whine, rising in pitch as time runs out. This noisemaker effect, inherent in the circuitry and not able to be bypassed for safety reasons, can be heard over a wider area than the blast radius. Thus, a phaser does not make a good booby trap or grenade. The only real use for this setting seems to be as a time bomb.

The blast radius for the phasers depends on the size of the powerpack. For a Phaser I, it is 30 squares; for a Phaser II, it is 100 squares; and for a Phaser Rifle, it is 125 squares.

SHIPBOARD SYSTEMS

Sensors

In non-critical situations, where time is not important, a Skill Rating of 10 in *Starship Sensors* is sufficient to operate the sensors and to interpret most standard results. Similarly, a Skill Rating of 40 or more will yield accurate information in a timely fashion. The Skill Rating is an indication of the amount of information that may be acquired from the sensors and of the time needed for the data to be interpreted. Sensors may be used to determine the following types of information:

1) Presence, location, and general type of unusual energy sources in space or on planet surface. *Example: You detect an unusual source of energy on the planet's surface, near the capital city. It seems to be a crude type of matter/antimatter power.*

2) Material composition of an object, if the materials are familiar. The status of the object (solid, liquid, gaseous, plasma, fluctuating, etc.) will be known as well. Materials not known to Federation science should be noted just as 'unknown,' though their status should be given. *Example: You detect a large deposit of dilithium crystals beneath an unknown liquid.*

3) Size, speed, and vector of any object. If the object is known to the Federation, its type, nationality, and description should be available if requested. *Example: The vessel approaching is a Gorn shuttlecraft. It will intercept your orbit in 10 minutes.*

4) Presence and number of life forms, and the general type if familiar to the Federation. A shielded ship cannot be scanned for life form number or type, though the presence of life can be detected through shields. *Example: There are three unknown life forms on the asteroid's surface; two are reptilian and the third is completely unknown.*

In critical situations, or where time is an important factor, Skill Rolls are a good way of determining the amount of accurate information that may be gained through the sensors. The Skill Rolls may be made against the average of the Skill Rating of the appropriate science or technology and the

Skill Rating in *Starship Sensors* and modified for the circumstances. Success will give additional information in a short time, though it is possible to determine much of the same information without the roll if enough time is spent. Examples of such additional information are given below:

1) Exact strength and nature of an energy source already detected; a second or even third Skill Roll may be required for any detailed information. *Example A: The power source you have detected is strong, but not controlled well by your standards. Example B, second Skill Roll required with a modifier of -10: It seems to be a power plant, similar to your own warp engines, but about half as powerful.*

2) The general use of the energy. *Example: The power seems to be used in a large structure, where it is being transformed into light.*

3) Presence of standard deflector screening. *Example A: The alien ship has shields up. Example B, after a second roll: The alien ship's screens are quite strong, except to aft, where they seem to be underpowered.*

4) Presence of any standard weapon systems and their armed status. *Example A: The asteroid base has armed disruptors. Example B, with the roll made against the average of Starship Sensors and Starship Weaponry Technology at a -20 penalty: The mechanism seems to be a type of laser cannon, with about as much destructive power as a medium-strength phaser but twice the range.*

5) Basic information about a previously detected unknown substance. *Example, with the roll made against the average of Starship Sensors and Physical Chemistry at a -25 penalty: The alien ship's hull seems to be made of a previously unknown material similar to plastic, but stronger than any known metal.*

6) Basic information about a previously detected unknown life-form. *Example, with the roll made against the average of Starship Sensors and Exobiology: The life-form has a crystalline structure, much like diamond, but it can grow appendages in a process that is similar to crystal growth.*

7) Basic information about an unknown culture. *Example A, with the roll made against the average of Starship Sensors, Ecology, and Exobiology: The vegetation seems to be cultivated, and the alien's digestive system could use the roots as food, but the leaves probably are mildly toxic. Example B, with the roll made against the average of Starship Sensors, Comparative Edoan Archaeology, and Edoan History/Culture: The people have been visited by the Edoans at some time in the distant past. The ruins show heavy Edoan influences, and the current dress could have been adapted from Edoan dress of 3 centuries ago.*

8) Unusual use of sensors. *Example A, with a modifier of -15 and up to -30 if many life forms are present: Sensor lock for transporter pickup from a nearby ship or planet's surface, using a sensor scan only (no communicator homing device). Example B, with a modifier of -25: Scan to twice normal sensor range.*

Shuttlecraft

A Skill Rating of 10 in *Shuttlecraft Pilot* is sufficient to operate one of these vessels in normal circumstances, but regular shuttle pilots usually have a rating of 40 or more. A Skill Rating of 10 in *Water Vehicle Operation* also is required to operate an aquashuttle.

'Floater' shuttlecraft are notorious for their poor states of repair. If one is used for a major flight, such as interplanetary transport or where harsh landing conditions prevail, it could break down. Roll percentile dice, with breakdown occurring on a roll of 05 or less. Repairs will take 1D10 hours, after which a successful Skill Roll must be made to determine if more time must be spent. A successful roll concludes the repairs, and an unsuccessful roll may be repeated hourly,

with a 5% modifier subtracted from the Skill Rating for each failed try; 5 unsuccessful attempts indicate that repairs are not possible and a distress signal must be sent.

Transporters

There are three types of transporters. Personnel transporters require no Skill Roll for normal use; they hold 6 people or man-sized objects. Emergency transporters require a Skill Roll as described below; they hold 22 people. Cargo transporters require a Skill Roll as described below; they have 96 segments and are used only for bulky, non-living things.

Although someone is on duty at all times in the transporter room, a call for a quick beam-up will take 20 seconds (2 combat turns) to process unless communication is established, sensors are locked on the target to be beamed up, and the transporter panel is ready. If this is the case, dematerialization will take place at the beginning of the next combat turn.

No Skill Roll is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 10 in *Transporter Operation Procedures*. For other situations, Skill Rolls must be made with the modifiers to the Skill Rating as listed below. Everything transported at one time in a transporter suffers the same fate, and only one Skill Roll is made.

A successful Skill Roll indicates that beaming is accomplished without incident. An unsuccessful Skill Roll indicates that beaming cannot be accomplished and everything stays where it is. A second try can be made, but failure of the second Skill Roll indicates that a transporter accident occurs. Usually, the accident should result in loss of the object or person beamed, or in death through improper assembly at the target point or beaming into solid matter. Unless this risk is acceptable, no further attempt to beam should be made until one or more of the restricting conditions changes.

TRANSPORTER USE SKILL ROLL MODIFIERS

Beaming Type Abbreviations

S₀P = Ship-to-Planet P₀S = Planet-to-Ship
S₀S = Ship-to-Ship In-S = Within same ship

Type	Conditions	Modifier
S ₀ P, P ₀ S	Unstable atmospheric conditions	-20
S ₀ P, P ₀ S	Local interference	-20
S ₀ P, P ₀ S	Transporter at each end	+40
P ₀ S, S ₀ S	Lock in with sensors only	-15
S ₀ S	Transporter at only one end	+10
In-S	Any beaming within same ship	-40
Any	Location used in past 24 hours	+20
Any	Ship's power reserve less than half	-25

Personnel In Emergency Or Cargo Transporters: If cargo or emergency transporters are used for personnel, Skill Rolls are required in even normal circumstances. Because cargo transporters are much more coarsely tuned and have less fine control, all modifiers for adverse conditions are doubled before adjusting the Skill Rating. Emergency transporters have controls as fine as the normal personnel transporters, and thus normal modifiers apply to them.

Objects Held In Transit: Skill Rolls must be made for objects held in transit. For each 5 minutes an object is held, the transporter operator must make a Skill Roll. If the roll fails, the lock is lost unless a successful Saving Roll is made against the operator's LUC score. A second, immediate attempt may be made to regain the lock with a modifier of -40. If it, too, fails, the objects or personnel being transported are lost forever.

Turbolifts

Going from one lift station to another, despite the distance between them, takes about 10 seconds (one turn).

JUDGING STARSHIP COMBAT

The second edition rules give all the information needed to create, present, and judge *planetside* adventures. In most games, the player characters will not adventure aboard their starship, but will use it as a vehicle to get to the arena of action, the planet. There, they will use the starship sensors and other facilities to inform and equip themselves, and then they will travel to the planet. This is the way most of the *STAR TREK* episodes worked; combat between starships was very rare in the TV series.

In some adventures, however, starship combat will play an important role in the action. For these adventures, the gamemaster has three choices. He may purchase the **STAR TREK III: Starship Combat Game**, which gives all of the rules data necessary to play out even complex starship engagements using counters or miniature ships on a starfield mapsheet. He may purchase **Enemy Contact: Bridge Alert**, a role-play supplement designed to accompany this game and simulate starship combat. Or, he may wing it. The sections that follow detail each of these alternatives.

USING THE STAR TREK III: STARSHIP COMBAT GAME

This product, designed as a companion to these rules, contains the rules for 4 games of starship combat. This product contains rules, counters, dice, data tables, combat charts, and display panels for starship combat. Three of the games are boardgames; the fourth, called **COMMAND & CONTROL**, is an expanded version of the starship combat presented in the first edition rulebook.

In this game, the players are the bridge crew during combat, giving information for playing the Captain, the Helmsman, and the Chief Engineer in particular, with notes on playing the Navigator, the Science Officer, and the Communications Officer. The game has the feeling of bridge action, as players decide how much power they should devote to maneuver, how to move, how many weapons to arm, when to fire, how much shield strength to create, and what happens when they take damage. Its main advantage is that, like boardgames or miniatures games, the action is there for all to see; its slight drawback is that it requires a table on which to lay out the mapsheet and the panels. The game does require the players to be familiar with the rules beforehand, but these are easy and fun to learn.

The players use counters on large Command Control Panels to record how the power from the engines is used for maneuver, for weapons, and for deflector shields. They also use a colorful, 1-inch counter that shows the top view of their starship, and they move it about on a starfield mapsheet to show the position and heading of their vessel.

The gamemaster uses a Master Control Panel to record the power use for each ship that he controls. He, too, uses colorful counters that show top views of his ships, as well as 3-inch-diameter counters for planets and 1-inch counters for moons, asteroids, mines, and space stations.

USING ENEMY CONTACT: BRIDGE ALERT

This role-play supplement was designed to accompany these rules, giving a full system for role-playing starship combat. It takes a completely different approach to starship combat than the **Starship Combat Game** described above. Like other role-play situations, this system does not use counters, mapboard, or panels; instead, it helps the gamemaster describe the starship combat, concentrating on the characters' skills and telling a story.

In this system, the player characters behave as they did in the TV show. They maneuver the ship, arm and fire the weapons, raise and lower the shields, use sensors and communications, and react just as they would do on the bridge of the *Enterprise*. They choose the maneuvers that will allow them to close with the enemy or hold him at bay, evade his fire, or even flank him. They decide how to power the ship, and they choose the weapons to arm and fire, the shields to power, and the sensors information they want to get from the enemy. To help them, the players have simulated computer displays giving starship data, and graphic representations of the sensors displays that show the relative positions of each ship.

The game system helps the gamemaster judge the effects of the players' maneuver choices, and it gives a detailed system for determining weapon hits, damage location, and damage effects. The gamemaster then presents these effects to the players as though they were sensors data. Full information is provided on how the various bridge officers use their skills, with the effects of each Skill Roll detailed.

This supplement allows starship combat to be played like the other parts of a role-play session — with words. The action takes place in the players' imaginations. Its main advantages are that it is very quick to learn, and it does not take long to play. Like all role-play combat, the action can be fast and furious, the excitement great.

USING YOUR IMAGINATION

You can play very satisfying starship combat without owning any more rules. All it takes is a little imagination and a simple system like that below. With these tools, starship combat, just like other encounters, can take place in the imaginations of the players. Nothing more is necessary beyond a little common sense.

As with other encounters, the gamemaster must define the objectives for the players and for the opposing ships. Then, he can use his imagination to describe how the NPC ships engage the player characters' ship, how the NPC ships maneuver, and the effects of the weapon fire. The excitement depends on how vividly he describes the shots that "hit the engine nacelle, with a vivid blue splash as they impact the shields" and the shots that "obviously penetrate the shields, because the splash of white-hot metal glows brightly against the glitter of distant stars."

USING SKILLS

In this type of combat, everything depends on the story. The players use Skill Rolls to see if they can determine anything from a sensors lock, to see if the Captain's skill gives him any advantage, to see if the helmsman can evade the disruptor blast. The sections below give the skills that may be used by the various bridge officers.

Captain

He may use his skill in *Starship Combat Strategy/Tactics* to anticipate the enemy's maneuver. If the Skill Roll is successful, the gamemaster should tell him what the enemy is going to do, and he can use his imagination to decide what maneuver to make to take advantage of this. The gamemaster should be careful that the Captain does not do all the jobs for all the player characters.

Chief Engineer

He may use his skill in *Warp Drive Technology* to squeeze a little more power out of the engines. ("Mr. Scott! Can you get us more power to the shields?" "I dinna know, Cap'n, but I'll gie herrr a trrrry.") He can use this skill to make emergency repairs to the warp engines as well (to regain lost power), or to make emergency changes in warp speed. He can use *Astronautics* to restore power to the ship's power grid after an engine room hit; when the ship has taken a hit in the engine room, it loses all power, and it will not be able to move, arm and fire weapons, or raise shields until power is restored. He may use *Astronautics* to make emergency repairs to the superstructure; when a ship takes enough superstructure damage, it can no longer maneuver or fire weapons, and may possibly explode!

Science Officer

He can use his skill in *Starship Sensors* to get a sensors lock on the enemy ship, to gain information on the ship's damage, which shields are up, which weapons are powered, and so on. He can use it to scan for cloaked Romulan vessels in the area, or even for mines in a minefield. He can use it to determine the effects of any successful shots made by the Helmsman. He also can use it to track a fleeing ship that warps out. He can use the average of *Starship Sensors* and *Computer Technology* to repair the sensors console after a bridge hit; no weapons may be targeted without such repair, and the position of the enemy will be unknown until such repair is made.

Helmsman

He can use his skill in *Starship Helm Operation* to make unusually difficult maneuvers, to evade incoming fire, to make emergency heading changes. He can use *Starship Weaponry Operation* to determine if a shot was a hit. He can use the average between *Starship Helm Operation* and *Computer Technology* to repair the helm console damaged in a bridge hit; no maneuver is possible without such repair. He may use *Starship Weaponry Technology* to repair the weapons console; no weapons may be fired without such repair.

Navigator

He can use *Astrogation* to predict the course of an approaching sensors target. He can use *Deflector Shield Operation* to feed power to the correct shield, absorbing an enemy hit, or to use the tractor/pressor beams successfully in combat. (They are *not* weapons.) He can use *Deflector Shield Technology* to repair the shield console after a damaging bridge hit; no shields can be raised without such repair.

Communications Officer

He can use *Communication Systems Operation* to penetrate jammed communications. He can use *Damage Control Procedures* to reduce damage effects from incoming fire, or to repair minor damage to the superstructure. He can use *Communication Systems Technology* to repair the communications console after a bridge hit; no damage control or communication is possible without such repair.

Medical Officer

He can use *General Medicine* to restore casualties to active duty; if a ship takes enough casualties, its efficiency decreases. He can use *Life Support Technology* to repair a damaged life support system.

SIMPLE GAMEMASTERING SYSTEMS

To-Hit

Use the Helmsman's Skill Roll against his rating in *Starship Weaponry Operation*. Modify this for range, adding for short range and subtracting for long range. Modify it for fancy maneuvering, subtracting if either vessel evaded.

Damage Location

Use this system or one like it if you want. Otherwise, make it up as you go along. The main thing is to have fun. Roll 1D10 and consult the table.

QUICK DAMAGE LOCATION

Die Roll	Damage Location
1 - 5	Superstructure
6 - 7	Engine (choose which)
8	Weapon (choose which)
9	Shield generator or Sensors
10	Special (bridge hit, engine room hit)

Shielding

Use this system or one like it if you want; otherwise, make it up just like you did when you were a little kid. Roll 1D10 and consult the table. For incoming fire, only roll if the Navigator fails his Skill Roll against *Deflector Shield Operation*.

QUICK SHIELD EFFECTS

Die Roll	Effect
1 - 5	Shield absorbs damage
6 - 7	Graze; shields penetrated; slight damage
8 - 9	Direct hit; shields penetrated; moderate damage
10	Heavy damage. "She's gonna blow!"

USING ATTRIBUTES

Whenever the bridge takes a hit, each character should make a Saving Roll against his DEX score. If the roll is successful, the character was merely shaken, having gripped the console tightly enough to remain virtually in place. If the roll is not successful, the character may not function at his duties in the next turn, for he has been thrown about and needs to recover. He should then make a Saving Roll against his MAX OP END score to determine if he takes any temporary damage. If this roll fails, then the character takes 5 points of temporary damage from the fall; if the roll is 96 to 00, he takes 5 points of wound damage from the bashing his head took as it hit the console edge (or something — be creative!).

WORLD LOG

System Name _____
 Number of Class M Present (D100 Roll) _____

01-90 = 1 Class M World
 91-97 = 2 Class M Worlds
 98-00 = 3 Class M Worlds

World Name _____
 Position in System (D10 Roll) _____
 Number of Satellites (D10 Roll) _____
 Planetary Gravity ($\frac{1D10+5}{10}$) _____ G
 Planetary Size:

1-2 = 0 Satellites 9 = 3 Satellites
 4-6 = 1 Satellite 10 = 4 Satellites
 7-8 = 2 Satellites

Diameter _____ km
 Equatorial Circumference _____ km
 Total Surface Area _____ km²
 Percent Land Mass (D100 Roll) _____ %
 Total Land Area _____ km²

Diameter = 13,000km x gravity
 Circumference = 40,000km x gravity
 Total Surface Area = 510,000,000 x gravity
 Total Land Area = Total Surface Area % Land Mass

Planetary Conditions:
 Length of Day (14 + 2D10) _____ hours
 Atmospheric Density (D10 Roll) _____
 General Climate (D100 Roll) _____

1-2 = Thin Atmosphere
 3-8 = Terrestrial Atmosphere
 9-10 = Thick Atmosphere
 01-15 = Desert Climate
 16-35 = Tropical Climate
 36-60 = Warm Temperate Climate
 61-85 = Cool Temperate Climate
 86-00 = Arctic Climate

Mineral Content (D100 + 2 Roll):
 Normal Metals _____ Radioactives (-20) _____ Gemstones (-30) _____
 Industrial Crystals (-40) _____ Special Minerals (-35) _____
 Dominant Life Form: _____

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LIFE AND CIVILIZATION LOG

System Name: _____ Dominant Race: _____
 Code: _____ Life Form: _____
 (1) (2) (3) (4) (5) (6) (7) (8)

STR _____ END _____ INT _____
 DEX _____ CHA _____ LUC _____
 PSI _____

Technological Index

Space Science Index (D10 - 4) _____ (1)
 Physical Science Index (D10 - 2) _____ (2)
 Engineering Index (D10 - modifier) _____ (3)
 Planetary Science Index (D10 + modifier) _____ (4)

Modifiers for Engineering Index and Planetary Science Index						
Physical Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifier	-2	-1	0	+1	+2	+3

Life/Medical Science Index (D10 + modifier) _____ (5)

Modifier for Life/Medical Science Index						
Engineering Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifier	-2	-1	0	+1	+2	+3

Psionics Index (D10 + modifier) _____ (6)

Modifier for Psionics Index						
Life/Med. Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifier	-2	-1	0	+1	+2	+3

Sociopolitical Index

Social Science Index (D10 - 3 + modifier) _____ (7)
 Cultural Attitude Index (D10) _____ (8)

Modifier for Social Science Index			
Space Science Index	0-4	5-6	7-8 9 or more
Modifier	0	+1	+2 +3

ATTRIBUTES

INITIAL ROLL
Dice Roll: As Below
Modifiers: As Below

INITIAL DICE ROLLS

Attribute	Roll
STR	40 + 3D10
END	40 + 3D10
INT	40 + 3D10
DEX	40 + 3D10
CHA	40 + 3D10
LUC	D100
PSI	D100

RACIAL MODIFIERS TO ATTRIBUTES

Player Character Races	STR	END	INT	DEX	CHA	LUC	PSI
Human							-30
Andorian	+10	+5					-20
Catlian		-5		+20	+5		-30
Edoan	-5		+15				-35
Tellarite	+5	+5		-10			-20
Vulcan	+20	+10	+10				-40

BONUS POINTS
Dice Roll: D100 2, Round Down
Choice: Any But PSI
Restrictions:
No More Than 30 in One Attribute
No Attribute More Than 100

PRE-ACADEMY SKILLS

Number: INT 10, Round Down
Rating: 1D10
Choice: Half From Each Table

PRE-ACADEMY SKILLS TABLE

For Educational Background

- Computer Operation
- Language
- Life Sciences
- General Medicine (First Aid only)
- Physical Sciences
- Planetary Sciences
- Social Sciences
- Space Sciences
- Trivia

For Personal Development

- Artistic Expression
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- Computer Technology
- Electronics Technology
- Gaming
- Language
- Leadership
- Marksmanship, Archaic Weapon
- Mechanical Engineering
- Negotiation Diplomacy
- Personal Combat, Armed
- Personal Combat, Unarmed
- Planetary Survival
- Sports
- Streetwise
- Trivia
- Vehicle Operation

CADET CRUISE RESULTS

ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

Die Roll	Assignment
15 or less	Exploration Command, Const. class
16 - 25	Galaxy Exploration Command
26 - 50	Military Operations Command
51 - 75	Colonial Operations Command
76 -	Merchant Marine Command

Modifiers For Cadet Cruise Assignment

For Attribute Scores

INT 70 +	-10
INT 60-69	-5
LUC 70 +	-10
LUC 60-69	-5
LUC 40 or less	+5
Per Previous Cadet Cruise	+10

RESULTS
Dice Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS TABLE

Die Roll	Result
5 or less	Passed with High Honors
6 - 15	Promoted to Lieutenant, i.g.
16 - 60	Passed, assigned as Ensign
60 +	Repeat Cruise Procedure

Modifiers To Cadet Cruise Results

For Assignment

Exploration Command, Const. class	-20
Exploration Command	-10
Military Operations Command	-10
Colonial Operations Command	No Modifier
Merchant Marine Command	+10
For Attribute Scores	
LUC 70 +	-10
LUC 60-69	-5
LUC 40 or less	+5
For Any Previous Cruise	+10

DEPARTMENT HEAD SCHOOL SKILLS

CURRICULUM SKILLS
Number: 3
Rating: As Below
Choice: As Below

DEPARTMENT HEAD SCHOOL SKILLS TABLE

Administration	40
Computer Operation	15
Leadership	20

ADVANCED TRAINING
Number: INT 10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

COMMAND SCHOOL SKILLS

CURRICULUM SKILLS
Number: 5
Rating: As Below
Choice: As Below

COMMAND SCHOOL SKILLS TABLE

Leadership	10
Negotiation Diplomacy	10
Social Science	5
Federation Culture History	10
Federation Law	10
Starship Combat Strategy Tactics	40

ADVANCED TRAINING
Number: INT 10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK
Automatic 1-Rank Promotion

ACADEMY SKILLS

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: As Below

ACADEMY CURRICULUM SKILLS TABLE

For Core Curriculum

Computer Operation	20
Language	15
Life Sciences	One at 10
Physical Sciences	One at 10
Planetary Sciences	One at 10
Social Sciences	15
Federation Culture History	15
Federation Law	15

For Space Science Curriculum

Space Sciences	10
Astronomy	Two at 10
Other Space Sciences	10
Damage Control Procedures	10
Environmental Suit Operation	10
Starship Sensors	10
Transporter Operation Procedures	10
Zero G Operations	10

For Officer Training Curriculum

General Medicine (First Aid)	10
Instruction	10
Leadership	20
Marksmanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Small Equip. Syst. Operation	10

OUTSIDE ELECTIVES
Number: 5
Rating: 1D10
Choice: As Below

ACADEMY ELECTIVE SKILLS TABLE

- Artistic Expression
- Carousing
- Gaming
- Marksmanship, Archaic Weapon
- Negotiation Diplomacy
- Personal Combat, Armed
- Shuttlecraft Pilot
- Sports
- Streetwise
- Trivia

ADVANCED STUDY
Number: INT 10, Round Down, -5
Rating: 1D10
Choice: Only Skills Already Known

BRANCH SCHOOL SKILLS

CURRICULUM SKILLS
Number: As Below
Rating: As Below
Choice: All From One School

COMMUNICATIONS/DAMAGE CONTROL BRANCH SCHOOL CURRICULUM TABLE

Communication Systems Operation	40
Communication Systems Technology	10
Computer Technology	10
Damage Control Procedures	30 total, used in any way
Language	30 total, used in any way

ENGINEERING BRANCH SCHOOL CURRICULUM TABLE

Astronautics (Space Science)	10
Communication Systems Technology	10
Computer Technology	10
Deflector Shields Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	10
Personal Weapons Technology	5
Starship Weapons Technology	10
Shuttlecraft Systems Technology	10
Small Equip. Sys. Technology	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties (from above skills)	three at 30 extra one at 10 extra one at 5 extra

HELM BRANCH SCHOOL CURRICULUM TABLE

Shuttlecraft Pilot	10
Space Sciences	10
Astronomy	10
One other	10
Starship Combat Strategy Tactics	10
Starship Helm Operation	40
Starship Sensors	40
Starship Weapons Operation	40
Starship Weapons Technology	10
Warp Drive Technology	10

OUTSIDE ELECTIVES
Number: 2
Rating: 1D10
Choice: Open

ADVANCED TRAINING
Number: 5
Rating: 1D10
Choice: Only Skills Already Known

MEDICAL BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	20
Language	three at 10
Life Sciences	10
Life Support System Technology	10
Medical Sciences	60 total of 40
General Medicine	60
Specialty Race	Other Races
Psychology	40 total of 40
Specialty Race	Other Races
Other Specialties	total of 50
Small Equipment Systems Operation	10

NAVIGATION BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	20
Deflector Shield Operation	40
Deflector Shield Technology	10
Space Sciences	40
Astronomy	two at 10
Others	two at 10
Starship Sensors	30

SCIENCE BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	30
Computer Technology	10
Electronics Technology	10
Environmental Suit Operation	20
Language	20
Sciences (any except Medical or Social)	two at 40
Related majors	two at 30
Minors	four at 10
Other fields	total of 20
Any field	30
Starship Sensors	30

SECURITY BRANCH SCHOOL CURRICULUM TABLE

Environmental Suit Operation	10
Federation Law (Social Science)	5
Marksmanship, Modern Weapon	20
Personal Combat, Unarmed	20
Personal Weapons Technology	5
Psychology, Native (Medical Science)	40
Security Procedures	40
Small Unit Tactics	20
Shuttlecraft Pilot	20

POST ACADEMY EXPERIENCE AND SKILLS

NUMBER OF TOURS SERVED
Dice Roll: 1D10 2, Round Down
(if result is 0, make it 1)
Modifiers: As Below

TABLE OF MODIFIERS FOR TOURS SERVED

For Attributes	For Desired Rank	For Desired Position
INT 60 +	Ensign	Lieutenant, i.g. or Lieutenant
LUC 60 +	Lieutenant, i.g. or Lieutenant	Lieutenant Commander or Commander
LUC 40 or less	Captain	Commodore or above
		Captain or First Officer
		Department Head
		Const. class officer

FIRST TOUR ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

FIRST TOUR ASSIGNMENT TABLE

Die Roll	Posting
10 or less	Const. Class Starship
11 - 20	Galaxy Exploration Command
21 - 30	Military Operations Command
31 - 60	Colonial Operations Command
61 or more	Merchant Marine Command

Modifiers For Tour Assignments

For Attributes

INT 70 +	-10
INT 60-69	-5
LUC 70 +	-10
LUC 60-69	-5
For Cadet Cruise Results	-20
High Honors	-10
Honors	-10

OFFICER EFFICIENCY REPORTS
Dice Roll: D100
Modifiers: As Below

OFFICER EFFICIENCY REPORT RESULTS TABLE

Die Roll	Report	Modifiers To OER Results
10 or less	Outstanding	INT 60 + -10
1 - 25	Excellent	LUC 70 + -10
26 - 75	As Expected	LUC 60-69 -5
76 - 90	Fair	
91 or more	Poor	

TOUR ASSIGNMENTS
Dice Roll: D100
Modifiers: To Determine Table: As Below (modifiers are not applied to roll)

TOUR ASSIGNMENTS TABLE

Assignment	Die Roll Tables For Various Modifiers
Assignment	-25 or less
Const. Class Starship	01 - 10
Galaxy Exploration Command	11 - 20
Military Operations Command	21 - 30
Colonial Operations Command	31 - 40
Merchant Marines Command	41 - 50
Star Base Headquarters Command	51 - 60
Star Fleet Academy	61 - 70
	71 - 80
	81 - 90
	91 - 00

Modifiers For Tour Assignment Rolls

For Luck

LUC 70 +	-10
LUC 60 - 69	-5
LUC 40 or less	+5

SKILL ADVANCEMENT
Number: As Below
Rating: 1D10
Choice: Only Skills Already Known

SKILL ADVANCEMENT TABLE FOR POST-ACADEMY EXPERIENCE

For Service:	For Attributes:
Per 2 years of service	1 roll
Per 2 years on Const. class ship	1 extra roll
Per tour as Academy Instructor	1 extra roll in Instruction
Per tour on Star Base duty	1 extra roll in Administration
Per tour on Merchant Marine or Star Base duty	1 extra roll in Carousing or Streetwise
For Attributes:	
INT 70 +	2 rolls
INT 60-69	1 roll
LUC 70 +	2 rolls
LUC 60-69	1 roll
For Cadet Cruise Results:	
Per Cadet Cruise after first	1 extra roll in Carousing or Streetwise

CHARACTER AGE

Add years spent to age when entering Academy.

AGE FOR THE TRAINING PROCESS
Age when entering Academy: 18

Modifiers For Training

Academy	4
Branch School	3.5
Science	3.5
Medicine	3.5
Engineering	2.5
Others	1.5
Per Cadet Cruise	5
Department Head School	1
Command School	1
Per year of service	1

ACTION POINTS TABLE

Position Change

◇ Turn in place	1
◇ Stand to sit or sit to stand	1
◇ Stand to kneel or kneel to stand	1
◇ Kneel to prone or kneel to prone	1

Movement

Move 1 square sideways or up/down	1
Move 1 square diagonally	1.5
Evade 1 square sideways or up/down	2
Evade 1 square diagonally	3
Crawl 1 square sideways or up/down	2
Crawl one square diagonally	3
Run for full turn	½ AP
Climb stairs or ladder	2x AP
Climb rope	3x AP
Swim	2x AP

Equipment And Weapon Use

◇ Short communication	1
◇ Draw and ready device	2
◇ Operate familiar device	2
◇ Draw and ready weapon	2
◇ Aim weapon	2
◇ Quick-draw and fire	3
◇ Fire ready weapon	1
◇ Throw ready weapon	1
◇ Adjust weapon settings	2
◇ Reload weapon	2

Combat And Emergency Evasion

◇ Attack	minimum of 3
◇ Parry/defend	minimum of 2
◇ Dodge	minimum of 3
◇ Duck thrown weapon/object	2
◇ Hide in same square	1
◇ Hide in adjacent square	4
◇ Roll sideways	2
◇ Drop suddenly	1
◇ Dive to prone	2
◇ Dive roll	4
◇ Flying tackle	minimum of 4

TABLE OF TO-HIT MODIFIERS

Target Modifiers

Range

Point Blank	+ 15
Short	0
Medium	- 15
Long	- 30
Extreme	- 45

Size

Small	- 15
Man-Sized	0
Large	+ 15
Specific Location	- 15

Position

Erect	0
Crouched	- 5
Prone	- 10

Concealment

Less Than ⅓	0
⅓ to ⅔	- 10
More Than ⅔	- 30 to - 50

Movement

Stationary	+ 15
Moving	0
Running	- 5
Evading	- 15

Attacker Modifiers

Aiming

Aimed Shot	+ 25
Snapshot	0
Quick-Draw/Shoot	- 25
Wrong Hand	- 20
Simultaneous Attacks	- 10 each

Movement

Stationary	0
Moving	- 5
Running	- 15
Evading	- 30

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DAMAGE GIVEN IN UNARMED PERSONAL COMBAT

STR	Damage
01—25	1D10—3
26—50	1D10
51—75	1D10+3
76—100	2D10
101—125	2D10+3
126—150	3D10
151—175	3D10+3

... And so on for higher STR scores.

+ 1 for each 10 rull points of skill rating in Unarmed Personal Combat.



WEAPONS TABLE

WEAPON TYPE <i>Range Modifier</i>	PARRY	DAMAGE	POINT					AMMO/ POWER GRAZE	DRAIN	OVERLOAD RADIUS
			BLANK + 15	SHORT + 0	MEDIUM - 15	LONG - 30	EXTREME - 45			
CLUB, other similar	P	2D10	---	---	---	---	---	---	---	---
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---	---	---	---
DAGGER/KNIFE	some	2D10	1	2-5	6-10	11-15	16-20	---	---	---
SWORD	P	4D10	---	---	---	---	---	---	---	---
POLE WEAPON	P	4D10 + 5	---	---	---	---	---	---	---	---
BOW (w. normal quiver)	P	4D10	1	2-20	21-60	61-130	131-190	20	---	---
CROSSBOW (w. quarrels)	P	4D10 + 10	1	2-12	13-35	36-60	61-90	20	---	---
PISTOL	---	4D10	1	2-10	11-25	26-40	41-75	6	---	---
CARBINE	P	4D10 + 10	1	2-15	16-50	51-100	101-170	5	---	---
RIFLE	P	4D10 + 5	1	2-30	31-100	101-200	201-300	30	---	---
SHOTGUN	P	4D10 + 10	1	2-10	11-25	26-50	51-100	2	---	---
SMG (submachine gun)	P	4D10 + 20	1	2-15	16-45	46-80	81-120	32	---	---
MG (machine gun)	---	4D10 + 30	1	2-50	51-150	151-300	301-500	50	---	---
PHASER I-A	---	---	1	2-5	6-12	13-30	31-50	20	---	30 squares
stun		75*							25*	1
wide angle stun		75*	1	(2-5)					25*	4
heavy stun		120*							40*	2
heat		40							20	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER II-A			1	2-10	11-24	25-60	61-100	35		100 squares
stun		75*							25*	1
wide angle stun		75*	1	2-10					25*	4
heavy stun		120*							40*	2
heat		40							20	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER RIFLE-A			1	2-15	16-35	36-90	91-150	50		125 squares
stun		75*							25*	1
wide angle stun		75*	1	(2-15)					25*	4
heavy stun		120*							40*	2
heat		40							20*	1
disrupt		150							50	2
disintegrate		DESTROYED							50	4
PHASER I-B			1	2-6	7-15	16-30	31-60	20		30 squares
stun		80*							30*	1
wide angle stun		80*	1	(2-6)					30*	4
heavy stun		130*							50*	2
heat		40							20	1
disrupt		160							60	2
disintegrate		DESTROYED							60	4
PHASER II-B			1	2-12	13-30	31-60	61-100	40		110 squares
stun		80*							30*	1
wide angle stun		80*	1	(2-15)					30*	4
heavy stun		130*							50*	2
heat		40							20	1
disrupt		160							60	2
disintegrate		DESTROYED							60	4
HAND DISRUPTOR-A	---	75	1	2-4	5-10	11-20	21-35	20	25	2
DISRUPTOR RIFLE-A	P	75	1	2-10	11-25	26-40	41-100	50	25	2
HAND DISRUPTOR-B	---							20		
standard shot		75	1	2-4	5-10	11-25	26-45		25	2
high-power shot		DESTROYED	1	2-4	5-10	11-25	NONE		50	6
HAND DISRUPTOR-C	---							25		
standard shot		75	1	2-5	6-15	16-35	36-50		25	2
high-power shot		DESTROYED	1	2-5	6-15	16-35	NONE		50	6
DISRUPTOR RIFLE-C	P							65		
standard shot		75	1	2-10	11-20	21-60	61-90		25	2
high-power shot		DESTROYED	1	2-10	11-20	21-60	NONE		50	8
HAND LASER (old-style)	---	80	1	2-6	7-15	16-30	31-60	20	20	1
LASER RIFLE (old-style)	---	80	1	2-15	16-40	41-100	101-200	40	20	1
POLICE STUNNER	---	75*	1	2-5	6-12	13-30	31-50	20	25*	1
STUNCLUB	P	40*	---	---	---	---	---	---	---	---
GORN BLASTER	---	50	1	2-4	5-8	9-20	21-40	25	20	1

*Non-permanent damage Phaser I, II and rifle stun effects last 2D10 + 10 minutes.
Heavy stun effects last 3D10 + 20 minutes.



ALIEN ATTRIBUTE GENERATION TABLE

		SIZE (ROLL D100)						
		TINY 01-03	VERY SMALL 04-15	SMALL 16-36	MEIDUM 37-64	LARGE 65-85	VERY LARGE 86-97	HUGE 98-00
FORM (ROLL D100)	AMORPHOUS 01-05	STR Roll D10 END Roll 2D10 DEX Roll D100 Armor Roll — Damage Roll D10 - 3	D10 - 8 4D10 - 10 D100 D10 5 D10 3	3D10 - 5 4D10 - 40 D100 D10 D10	3D10 - 20 4D10 - 80 D100 D100 4 D10	3D10 - 45 4D10 - 125 D100 D100 4 D10 - 3	3D10 - 70 4D10 - 170 D100 D100 2 2D10	D100 - 80 D100 - 225 D100 D100 2 3D10
	INSECT 06-20	STR Roll 2D10 END Roll 2D10 DEX Roll 4D10 - 65 Armor Roll — Damage Roll D10 - 3	4D10 - 10 4D10 - 10 4D10 - 60 D10 5 D10	4D10 - 40 4D10 - 40 4D10 - 55 D10 D10 - 3	4D10 - 80 4D10 - 80 4D10 - 50 D10 5 2D10	4D10 - 125 4D10 - 125 4D10 - 35 D10 - 15 3D10	4D10 - 170 4D10 - 170 3D10 - 30 D10 - 25 4D10	D100 - 225 D100 - 225 3D10 - 15 D10 - 35 5D10
	FISH 21-35	STR Roll D10 END Roll 2D10 DEX Roll 4D10 - 40 Armor Roll — Damage Roll D10 - 3	2D10 - 5 3D10 - 15 3D10 - 40 D10 5 D10 3	3D10 - 10 3D10 - 40 3D10 - 35 D10 D10	3D10 - 30 3D10 - 70 3D10 - 30 D10 - 5 D10 - 3	3D10 - 60 3D10 - 115 3D10 - 25 D10 - 10 2D10	3D10 - 90 4D10 - 160 3D10 - 20 D10 - 15 2D10 - 3	D100 - 100 D100 - 175 3D10 - 15 D10 - 20 3D10
	AMPHIBIAN 36-50	STR Roll D10 END Roll D10 DEX Roll D100 - 60 Armor Roll D10 8 Damage Roll D10 - 3	2D10 - 5 2D10 - 5 D100 - 40 D10 7 D10 3	3D10 - 10 3D10 - 10 D100 30 D10 6 D10	3D10 - 30 3D10 - 30 4D10 - 30 D10 5 D10 - 3	3D10 - 60 3D10 - 60 4D10 - 20 D10 4 2D10	3D10 - 90 3D10 - 90 4D10 - 15 D10 3 D10 - 15	D100 - 100 D100 - 100 4D10 5 D10 2 3D10
	REPTILE 51-65	STR Roll D10 END Roll D10 DEX Roll 3D10 - 35 Armor Roll — Damage Roll D10 - 3	D10 - 2 3D10 - 5 3D10 - 30 D10 5 D10 3	3D10 - 15 3D10 - 10 3D10 - 30 D10 5 D10	3D10 - 40 3D10 - 30 3D10 - 30 D10 - 5 D10 - 3	4D10 - 70 3D10 - 60 3D10 - 20 D10 - 5 2D10	4D10 - 100 3D10 - 90 3D10 - 5 D10 - 10 2D10 - 3	D100 - 140 D100 - 100 3D10 5 D10 - 15 4D10
	BIRD 66-75	STR Roll D10 END Roll D10 2 DEX Roll 3D10 - 40 Armor Roll — Damage Roll D10 - 3	D10 - 8 2D10 3D10 - 35 — D10 3	3D10 - 5 2D10 - 5 3D10 - 35 — D10	3D10 - 20 2D10 - 15 3D10 - 35 — D10	3D10 - 45 2D10 - 35 3D10 - 30 — D10 - 3	3D10 - 70 3D10 - 50 3D10 - 25 D10 9 2D10	D100 - 80 D100 - 60 3D10 - 20 D10 3D10
	MAMMAL 76-95	STR Roll D10 END Roll D10 DEX Roll 3D10 - 10 Armor Roll — Damage Roll D10 - 3	2D10 - 5 2D10 - 5 3D10 - 20 — D10 3	3D10 - 10 3D10 - 10 3D10 - 25 — D10	3D10 - 30 3D10 - 30 3D10 - 30 D10 5 D10 - 3	3D10 - 60 3D10 - 60 3D10 - 20 D10 - 5 2D10	3D10 - 90 3D10 - 90 D10 - 5 D10 - 5 2D10 - 3	D100 - 100 D100 - 100 3D10 5 D10 - 10 3D10

MENTATION LEVELS FOR ALIEN ANIMALS

Die Roll	Mentation Level (MENT)	Examples From Earth
1	Reactant	Mosquito, earthworm, clam, jellyfish
2-3	Low Animal Intelligence	Rabbit, chicken, snake, goldfish, ant
4-6	Medium Animal Intelligence	Rat, hawk, crocodile, bass
7-9	High Animal Intelligence	Wolf, whale
10	Very High Animal Intelligence	Chimpanzee, gorilla, perhaps dolphin

MODIFIERS FOR FEEDING HABITS

Die Roll	Feeding Habits	DEX Modifier	MENT Modifier
1-4	Carnivore	+20	+1
5-6	Omnivore	+10	+2
7-10	Herbivore	0	-1

TACTICAL MOVEMENT AND COMBAT STATISTICS

Feeding Habits	AP Score	Combat Skill Rating	Damage Modifier
Carnivore	DEX ÷ 10 + D10 ÷ 2	40 + D100 ÷ 2	Skill Rating ÷ 10 + 1
Omnivore	DEX ÷ 10 + D10 ÷ 2	20 + D100 ÷ 2	Skill Rating ÷ 10
Herbivore	DEX ÷ 10 + D10 ÷ 2 + 2	D100 ÷ 2	Skill Rating ÷ 10 - 1

DESIGNERS' NOTES

When you are working with a fictional universe as rich as that of STAR TREK, some decisions have to be made. The entire STAR TREK universe won't fit in one box and it was up to the first edition design team to capture its essence, if not its every detail. The limitations we set were necessary and appropriate. Player characters were limited to the six primary UFP races, playing Klingons, Romulans, non-Star Fleet characters, and people from the STAR TREK movies was left to expansions and supplements. The tactical movement and combat system was deliberately kept simple, but the actions were thoroughly researched by co-designer Dave Tepool, who reports that dice rolls leave interesting bruises. The medical aid and alien life-form rules benefited from the biological expertise of Greg Poehlein, while STAR TREK authenticity was largely the responsibility of Guy McInmore. Even so, it was a team effort, with all co-designers contributing to and re-writing each other's work.

Overall, our aim was to create a game that reflected STAR TREK's philosophy as well as its hardware. Lessons about tolerance, friendship, and peace are very much a part of what makes STAR TREK popular. Any game that leaves them out would not be STAR TREK. The kind letters we have received about the first edition lead us to believe that we succeeded in this regard, and the second edition continues to reflect this philosophy.

Fantasimulations Associates, Inc.
Guy W. McInmore, Jr.
Greg K. Poehlein
David F. Tepool

Any ambitious project has its design holes, and this one is no exception. It was my aim to plug most of the holes and revise most of the glitches that came to light in my rewrite of the first edition. I have added to the fine work done by Guy, Greg, and Dave, hoping to make this edition easy to read, easy to understand, and easy to use by the younger gamer, who enjoys games like this with an intensity not often matched by we older folk.

Wm. John Wheeler

Although my hand is felt in almost every system of ST RPG to some extent, my major contribution is conceptual. What causes STAR TREK to stand apart from not only other games but also other science fiction universes is its depth of detail. To me that's what makes role-playing live - a detailed, believable universe in which to adventure. It has been my job to oversee the correlation of facts from the TV series, the movies, and fan wisdom. I have attempted to insure that any new facts created about the STAR TREK universe were done so with great care: I felt a sense of responsibility about making them meld with what already exists.

Jordan K. Weisman

Working on a project like ST RPG can be a job to your ego. When a game is created that deals with a familiar subject, you have to take the good with the bad. In some cases, ideals must be sacrificed for the greater good of the game.

I felt that the character generation system from the first edition needed changes. Some characters, like the Medical Officers, did not get the full benefit of their years of training. This was changed to be more fair, and the new training system reflects the way people choose their subjects in most learning institutions.

Michael P. Bledsoe

Developing a game such as ST RPG is no easy task. After 18 years of media exposure, STAR TREK is a well-known future history and the game therefore must capture its flavor. My input to this product was based on years of military service as a pilot and on my experiences with the military structure. I hope that I have helped capture the "feel" of being a Star Fleet officer in ways that make ST RPG playable and, most of all, fun.

Forest Brown

Although my part in the development of this edition was not as great as I would have liked, I was able to add new (or at least different) ideas to discussions that seemed stalemated. My comments over the top of our office partitions have become a source of amusement, if not always a source of helpful criticism. My longest, successful rules fight involved the changes in the injury, damage, and unconsciousness rules; in the END, most of what I wanted is part of this edition.

L. Ross Babcock, III

DEDICATIONS

For our part in this product, we would like to restate the dedications from the first edition. Our work is dedicated to Guy's mother, Lula, who passed away during the first edition production; to Dave's son Jason, whose future is our fiction; and to Greg's mother, Carolyn, for support and understanding. Final thanks to Jordan Weisman and Ross Babcock, two men who started with a small company and a big dream, for giving us the chance to be a part of STAR TREK.

G.W.M., Jr.
G.K.P.
D.F.T.

My work in this product is dedicated in thanks to Ellen, for being there when I needed her, and to my Mother, Nora, who defended me, even when she thought I had made the wrong decision. Thanks go to Gene Roddenberry, D. C. Fontana, the late Gene L. Coon, Harve Bennett, and all the others who brought a universe to life. Thanks also to FASA, for allowing me to help perpetuate something I love.

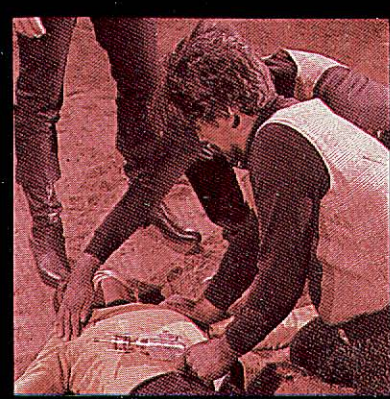
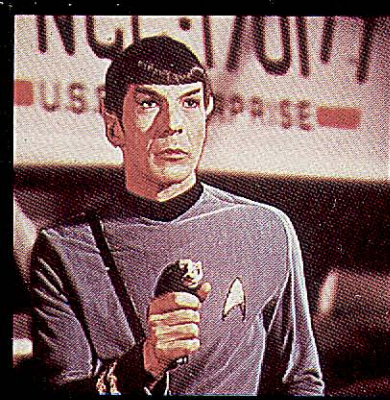
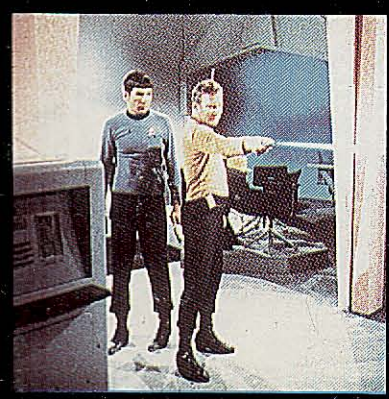
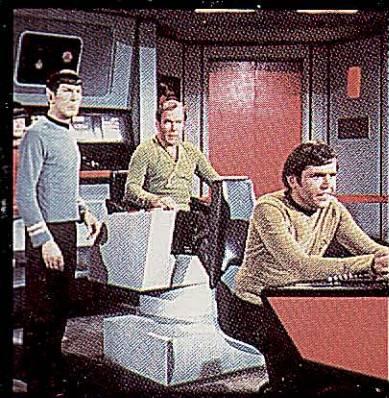
M.P.B.

The unsung heroes of this and other FASA products are the production staff members. Karen Vander Mey and Dana Knutsen. It is due to their efforts that these products look so sharp, and it is to them that I would like to give a nod of thanks.

J.K.W.



GAME OPERATIONS MANUAL



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Two Dice

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