STAR TREK ™

ADVENTURE GAMING IN THE FINAL FRONTIER

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CHASTAIN

INTRODUCTION

Star Trek was a relatively short-lived series of television episodes which touched the audience and has lived on in their minds and hearts for the past decade. It was the first earnest effort on the part of television to bring legitmate Science Fiction to the people of America on a weekly basis. The series itself depicted the exploits of the Starship Enterprise. Each week, the crew would experience a major adventure. But adventure is common television. The difference here was that there was imagination, wit, and intelligence in the adventure. This was no attempt at cardboard heroes and equally shallow villains in a never-ending conflict. Rather, the bridge crew of the Enterprise were all people with power and weakness, humor and discipline. They had more than just the life of the series behind them, but seemed to be people you would like to go party with. People who would make good friends and bad enemies. The players existed as personna that the TV *viewer* felt he could know and respect.

And the villains! Here was no foaming madman, no manics, no bug-eyed monsters carrying off the sweet young thing for no decernable purpose other than to slaver threateningly. Each antagonist was a powerful character in his own right who had goals and desires of their own.

This was the thing that kept Star Trek from being just another 60 minutes spent before the television-believability. It seemed real and thus consistent despite being about beings from other worlds, space ships, rayguns and the like. It was believeable becuase the people were believeable.

The game before you, *The Final Frontier,* is a game inspired by the famed Star Trek *television* series. But it has an unusual attitude. This is no parchisi or monopoly variant. In this game format there are no movement paths regulated by a throw of the dice. There are no cards to turn *over*. Chance is both present and also an unimportant aspect of the game.

This game is a role-playing game. It is a game where the players become the characters from the show. Thus, one player could be the fearless Captain James T. Kirk and another the logical Mr. Spack. But more than just carrying around a card with Kirk's name on it, the player is expected to be Kirk as much as he is able. He must lead the crew of the ship. Lead it, make decisions, *give* orders, and do all the things expected of the Captain of theStarship Enterprise.

Role playing as a concept is an old one. Actors do it. They are handed a script memorize the lines, and try to flesh out a character described only in words. Psychologists have used role playing for years as a method of gaining insight. In this game, the purpose of role playing is both of the above experiences. The player becoming someone else, learns more about himself, and the world around him. More, he can again vicariously experience the adventures of the series. And, also, experience adventures that are totally new.

Because of the many unfamiliar systems, it will sometimes be necessary to go into details that to many players seem obvious. It is better to do it this way than assume that the players are all familiar with this type of system and thus chance confusion.

Heritage Models has designed an exclusive line of metal STAR TREK miniatures of the bridge crew and all of the special aliens and creatures of STAR TREK. These miniatures and painting instructions, are available at most hobby stores and while they are not totally necessary to the play of a game, we feel that they add that extra touch of realism that allows the player to fall into the persona of the character they are adventuring with. They are very helpful in portraying the locations of the characters to possible opponents during an action phase and are also helpful to the Mission Master for determining which character of a landing party would first encounter some phenomena.

B.   PREPARATION

8-1 NEEDED FOR PLAY: To play in a Star Trek Adventure each player will need a pencil, some *3x5* cards, and plenty of scratch paper. The Mission Master will need all of the above and will also require at least one set of percentage dice, one set of polyhedra dice, and plenty of regular six-sided dice.

B-2 PREPARATION: The Mission Master will require a little time before the beginning of the game to prepare his scenario. If playing the Basic Game scenario, this would mean removing the enclosed maps and tables and laying them out so that the Mission Master can observe them but also so that the players cannot. Using a pencil, the Mission Master will keep track of the player's characters and thus know when to check for encounters and how to describe the character's surroundings to them. The players will then select their characters, equip them, and prepare to start the game. It should be noted that the best games can be played with 6 or less players taking the parts of characters. This is because the standard Star Fleet Transporter only has 6 places and also because larger numbers of players tend to drag the playing time out beyond the regular 2 or 3 hours required for a good scenario. Once all of the players have their characters ready and the Mission Master has the scenario all prepared, then the game can begin.

C.   THE BASIC GAME

C-l: The Basic Game is designed to teach the players how this type of game works with a minimum of work on the part of the players. Due to this level of simplicity, you will find that many of the more realistic aspects of the Star Trek universe and real physics have been bypassed. For example: in the Basic Game, the good Doctor is equipped with a medical kit but the kit is limited in its ability to heal wounds and none of the equipment in the kit is defined. Similarly, Spock's tricorder can be used to detect energy sources and life forms but the real limitations and abilities of the tricorder are not fully realized until you get into the Advanced Rules. It is strongly recommended that the players familiarize themselves with the basic game before going on to the Advanced Rules or they are liable to become confused.

C-2: Another important aspect of the Basic Game is that a list of Star Trek characters are given along with all of their basic attributes and definements. You do not create your own characters in the Basic Game. Instead, you take on the characters already developed from the show and play their parts during the scenario. Later, in the Advanced Game, you will be able to create your own characters and control their development during their Star Fleet careers.

C·3 CHARACTERS: Each player controls one or more characters during a game. It is recommended that a player not control more than one character initially and if they do control more than one character, that they control one of the prime characters and one of the secondary characters. It would not be fair, for example, for one player to control both Kirk and Spock, but it would be all right for one player to control Kirk and one of the Security Guards. Each character has 6 abilities which enable him to function during the game. Each ability is used to show how the character can react to certain stimuli, perform certain tasks, and operate different kinds of equipment. Each of the 6 abilities are defined here but please note that each ability is a number between 3 and 18 for human characters and sometimes greater numbers for nonhuman characters. Refer to the character listings for more information.

STRENGTH: This is the physical power of the character. It represents how much weight the character can carry and modifies how much damage the character can make with a hand-to-hand blow in combat. It, also, defines how fast the character can move during a game turn or an action phase.

DEXTERITY: This is a rating combining the agility and quickness of the character. It is used to determine when a character can perform a function during an action phase, how adroitly the character can deliver blows to the right spot to an opponent and also how accurate the character is with weaponry. Dexterity is one of the more important abilities a character has because the sooner a character can deliver a blow or perform an action the more likely that character is to survive no matter what his or her strength is.

LUCK: This ability is more nebulous that Strength or Dexterity. Luck is used to help the character defend when in combat and is also used to modify Saving Rolls when the character needs them. Luck is not so much a superstitious ability as it is the preparedness of the character and a small measure of the character's 'sixth sense' telling him or her when to duck or jump. See the rules on Saving Rolls.

MENTALITY: This is not just 10 but is also a measurement of the character's ability to understand strange devices and a definition of the character's psionic ability. See learning and Psionics rules for more information.

CHARISMA: This attribute reflects not only the handsomeness, or lack thereof, of a character, but is also a measure of the character's leadership ability. Physical beauty is much the less important aspect of charisma as many alien beings wouldn't find a human too attractive and vice versa.

CONSTITUTION: This is the indicator of the sturdiness and condition of the character. This number is used in the combat system as the number reflecting the damage necessary to kill the character. This damage can sometimes be repaired but it is up to the Mission Master to decide when the damage is of a type that can be repaired by a band-aid or by major surgery.

STAR TREK PERSONALITIES

CAPTAIN JAMES T. KIRK		COMMAND
STRENGTH	13	PHASER II
DEXTERITY	14	COMMUNICATOR
LUCK	15	CLASS 2 HAND·TO·HAND
MENTALITY	14	
CHARISMA	16	PLUS 2 TO INITIATION
CONSTITUTION	13	PLUS 5 IN HAND·TO·HAND

COMMANDER SPOCK		SCIENCES
STRENGTH	17	PHASER II
DEXTERITY	17	COMMUNICATOR
LUCK	12	TRICORDER
MENTALITY	16	CLASS 4 HAND·TO·HAND
CHARISMA	14	PLUS 5 TO INITIATION
CONSTITUTION	16	PLUS 14 IN HAND·IN·HAND

LT COMMANDER MONTGOMERY SCOTT		SERVICES
STRENGTH	13	PHASER II
DEXTERITY	12	COMMUNICATOR
LUCK	11	CLASS 1 HAND·TO·HAND
MENTALITY	12	
CHARISMA	13	PLUS 0 TO INITIATION
CONSTITUTION	12	PLUS 2 IN HAND-TO·HAND

DOCTOR LEONARD MCCOY		SCIENCES
STRENGTH	10	PHASER I
DEXTERITY	11	COMMUNICATOR
LUCK	13	TRICORDER
MENTALITY	14	MEDIKIT
CHARISMA	14	CLASS 1 HAND-TO-HAND
CONSTITUTION	11	PLUS 0 TO INITIATION
		PLUS 1 IN HAND·TO·HAND

LIEUTENANT UHURA		SERVICES
STRENGTH	10	PHASER I
DEXTERITY	13	COMMUNICATOR
LUCK	11	CLASS 1 HAND-TO·HAND
MENTALITY	12	
CHARISMA	15	PLUS 1 TO INITIATION
CONSTITUTION	12	PLUS 2 IN HAND·TO·HAND

LIEUTENANT SULU		COMMAND
STRENGTH	13	PHASER II
DEXTERITY	14	COMMUNICATOR
LUCK	13	CLASS 3 HAND-TO-HAND
MENTALITY	11	
CHARISMA	13	PLUS 2 TO INITIATION
CONSTITUTION	11	PLUS 6 IN HAND-TO-HAND

ENSIGN PAVEL CHEKOV		COMMAND
STRENGTH	11	PHASER II
DEXTERITY	12	COMMUNICATOR
LUCK	10	CLASS 1 HAND-TO-HAND
MENTALITY	10	
CHARISMA	12	PLUS 0 TO INITIATION
CONSTITUTION	12	PLUS 1 TO HAND-TO-HAND

YOEMAN JANICE RAND		SERVICES
STRENGTH	10	PHASER I
DEXTERITY	11	COMMUNICATOR
LUCK	12	CLASS 1 HAND-TO-HAND
MENTALITY	9	TRICORDER
CHARISMA	14	PLUS 0 TO INITIATION
CONSTITUTION	9	PLUS 1 TO HAND-TO-HAND

NURSE CHRISTINE CHAPEL		SCIENCES
STRENGTH	10	PHASER I
DEXTERITY	11	COMMUNICATOR
LUCK	10	MEDIKIT
MENTALITY	12	CLASS 0 HAND-TO-HAND
CHARISMA	13	PLUS 0 TO INITIATION
CONSTITUTION	10	PLUS 0 IN HAND-TO-HAND

LIEUTENANT M'RESS		SERVICES
STRENGTH	12	PHASER I
DEXTERITY	14	COMMUNICATOR
LUCK	14	CLASS 1 HAND-TO-HAND
MENTALITY	11	
CHARISMA	12	PLUS 2 TO INITIATION
CONSTITUTION	10	PLUS 3 IN HAND-TO-HAND

LIEUTENANT AREX		COMMAND
STRENGTH	11	PHASER II
DEXTERITY	15	COMMUNICATOR
LUCK	12	CLASS 2 HAND-TO-HAND
MENTALITY	12	
CHARISMA	10	PLUS 3 TO INITIATION
CONSTITUTION	11	PLUS 5 IN HAND-TO-HAND

CAPTAIN KOLOTH (of the Klingon Battlecruiser DEVISOR)		
STRENGTH	13	DISRUPTOR
DEXTERITY	14	COMMUNICATOR
LUCK	10	CLASS 2 HAND-TO-HAND
MENTALITY	12	
CHARISMA	9	PLUS 2 TO INITIATION
CONSTITUTION	13	PLUS 5 IN HAND-TO-HAND

LIEUTENANT KORAX (of the Klingon Battlecruiser DEVISOR)

STRENGTH	12	DISRUPTOR
DEXTERITY	14	COMMUNICATOR
LUCK	9	CLASS 3 HAND·TO-HAND
MENTALITY	9	
CHARISMA	8	PLUS 2 TO INITIATION
CONSTITUTION	13	PLUS 5 IN HAND-TO-HAND

STANDARD KLiNGON SOLDIER

STRENGTH	13	DISRUPTOR
DEXTERITY	14	COMMUNICATOR
LUCK	10	CLASS 3 HAND·TO·HAND
MENTALITY	8	
CHARISMA	8	PLUS 2 TO INITIATION
CONSTITUTION	13	PLUS 6 IN HAND-TO·HAND

SUB·COMMANDER TAL (of the Romulan Star Empire)

STRENGTH	15	SONIC DISRUPTOR
DEXTERITY	15	COMMUNICATOR
LUCK	9	CLASS 2 HAND·TO·HAND
MENTALITY	11	
CHARISMA	13	PLUS 3 TO INITIATION
CONSTITUTION	14	PLUS 8 IN HAND-TO-HAND

STANDARD ROMULAN SOLDIER

STRENGTH	15	SONIC DISRUPTOR
DEXTERITY	15	COMMUNICATOR
LUCK	10	CLASS 3 HAND·TO·HAND
MENTALITY	10	
CHARISMA	12	PLUS 3 TO INITIATION
CONSTITUTION	14	PLUS 9 IN HAND·TO·HAND

BASIC GORN

STRENGTH	25	SONIC DISRUPTOR
DEXTERITY	7	COMMUNICATOR
LUCK	10	CLASS 0 HAND-TO-HAND
MENTALITY	12	ARMOR OF 4
CHARISMA	7	PLUS·2 TO INITIATION
CONSTITUTION	22	PLUS 11 IN HAND-TO-HAND

CHUFT-CAPTAIN (of the stolen Kzin police vessel TRAITOR'S CLAW)

STRENGTH	23	PHASER II
DEXTERITY	18	COMMUNICATOR
LUCK	12	CLASS 5 HAND·TO-HAND
MENTALITY	10	
CHARISMA	9	PLUS 6 TO INITIATION
CONSTITUTION	20	PLUS 22 TO HAND-TO-HAND

KZIN WARRIOR

STRENGTH	22	PHASER II
DEXTERITY	18	COMMUNICATOR
LUCK	12	CLASS 5 HAND·TO·HAND
MENTALITY	9	
CHARISMA	9	PLUS 6 TO INITIATION
CONSTITUTION	20	PLUS 21 TO HAND-TO-HAND

STANDARD STAR FLEET SECURITY GUARD

STRENGTH	13	PHASER II
DEXTERITY	13	COMMUNICATOR
LUCK	9	CLASS 3 HAND-TO-HAND
MENTALITY	9	
CHARISMA	9	PLUS 1 TO INITIATION
CONSTITUTION	13	PLUS 5 IN HAND·TO·HAND

LIST OF ABBREVIATIONS

Strength (ST); Dexterity (OX); Luck (LK); Mentality (MN); Charisma (CH); Constitution (CN).

C-4 LEARNING: During the course of a game, the characters may confront various types of alien machinery or processes. To understand or learn something about a machine, an alien life form, or other unknown conditions, the player uses his or her character's Mentality. Since Mentality determines how well the thinking processes are operating, Mentality is the key to learning. The player will roll 3 dice. If the total is equal to or less than the character's Mentality, then the character will grasp some understanding of the alien device or process and the Mission Master must give the player some information concerning it. Sometimes other character attributes must be brought into play at the judgement of the Mission Master. For example; If the alien device being investigated is constructed in such a way that it requires the character to be very dexterous, than a 3 dice roll would have to be made based on Dexterity as well as Mentality. If a character has a Tricorder, this would greatly enhance their ability to understand and learn. Aside from the Tricorder's ability to detect life forms, and energy sources (Refer to the Basic Game equipment list), when a character uses a Tricorder to analyze an alien device or life form or other process, subtract 5 from the dice roll.

C-5 PSIONICS: Psionic powers are the various abilities of the mind to extend itself in both physical and metal parameters. Also known as Extra Sensory Perception, these powers are only manifest in certain exceptional individuals. In the Star Trek universe, these powers are recognized as the good tools they can be, though there have been instances where individuals have acquired power too rapidly as in the case of Gary Mitchell, who developed symptoms of megalomania and endangered the crew of the Enterprise. Other characters, in particular, Mr. Spock, have psionic abilities which are wisely used and controlled. All Vulcans have certain psionic abilities which enable them to better perceive the universe. Basic to these is a limited form of telepathy which allows a Vulcan to read another person's mind if they are in contact with the subject. If Mr. Spock attempts to perform a mindlink with an alien, roll 3 6-sided dice. If the roll is equal to or less than Spack's Mentality, then the mindlink is successful. However, add 1 to the dice roll for each point in the subject's Mentality and Charisma over 12. Thus if Mr. Spock attempts to mindlink with a Dr. McCoy, he would have to add 4 to the dice roll. If the mindlink is successful, the Mission Master would have to tell the Vulcan player what they wanted to know. Vulcans can also make suggestions to other lifeforms if they are not too far away. If Mr. Spack wished an alien or other character to perform a simple function, the alien would have to be within 5 meters and Mr. Spock's player would have roll 4 dice and equal or be less than Spock's Mentality. Once again, 1 would be added to the die roll for each number over 12 in the subject's Mentality and Charisma.

C·6 SAVING ROLLS: Occasionally a character will encounter something which only luck would enable him or her to avoid. Examples might be the possibility of falling through an unseen trap door or entering a room and seeing or not seeing a hypnotic screen before its too late. Saving rolls are also made to see if a character is surprised by an alien creature or being.

Roll 3 dice. If the result is equal to or less than the character's Luck attribute, then the problem has been successfully evaded or dealt with. This roll is modified by the appropriate attribute which would affect the outcome. For example, if a character has a Luck of 9 but a Dexterity of 16, he would only have to roll a 13 or less to evade falling through the trapdoor (or any other situation involving the character's dexterity or agility), because he would subtract 1 for each number over 12 in Dexterity. Likewise, if his Dexterity was less than 9, 1 would be added to the roll for each number less than 9. You would modify the saving roll according to the situation. Dexterity would modify a saving roll involving movement, Mentality would modify a roll involving wits, and so on. It is up to the Mission Master to determine the appropriateness of a modifier.

C-7 THE TRANSPORTER: Star Fleet crew use the magical transporter to arrive at a planetary surface because almost all Star Fleet vessels are not capable of landing on a planet except in the direst of emergencies. The transporter is a matter-energy scrambler which basically changes a person to energy and then beams the energy to a point where it is reassembled. The transporter can also lock-on and beam up persons standing at known coordinates or carrying a communicator whose signal is unblocked. In this. game system it would be all so easy for Captain Kirk to run into danger ("Giant dinosaur attacking, sir!") and simply tell Scotty to beam him back to the ship, out of danger. This would make for relatively safe landing party expeditions but would also make for a very dull game. The Mission Master would exercise some control over the use of the transporter. First of all, the transporter only has a range of 12000 kilometers, the same as that for the communicator. If the

ship had to move away ('Klingon battlecruiser approaching, Captain, we're going to have to warp out of orbit!") the transporter would be unable to beam the party aboard. Likewise, the transporter cannot be operated through deflector screens or other force fields. If the ship did stay close enough, it could be under attack from the surface or from a ship in orbit. Even intense local radiation would be enough to force the crew to raise the screens and thus block off the transporter. In addition to all this, the crew might not be able to get a signal through some shielding material or they might have quite simply, lost their communicators. It is up to the Mission Master's ingenuity to devise the problem ("Captain, magnetic ore has fouled up the circuits an' I canna beam ye aboard just right now!") or otherwise see his master trap be foiled as the party dematerializes from the very horns of the dilemma.

C-8 BASIC GAME COMBAT RULES

Combat should be the last resort of an officer of the Federation but sometimes circumstances warrant the use of force. In this set of rules combat is divided into two types: Hand-to-hand combat and Ranged combat. Hand-to-hand (or H-H) involves kicking, gouging, arm-wrestling, karate, fencing, and so forth. Ranged combat involves fighting over a distance using rocks, phasers, bows, etc.

During an action phase (approximately 2-5 seconds) a player decides what their character will do, determines when the character will get to execute his or her action, performs the action, and then records the result of the character's action or reaction_ This is done following the four steps outlined below:

1. Decision
2. Initiation
3. Execution
4. Record·Keeping

1. Decision-At the beginning of an action turn a character may decide to perform any single action listed below:

   a. Move up to the character's full movement in any direction or combinations of directions.
   b. Move up to ½ of the character's movement and perform a H-H attack.
   c. Move up to Y2 of the character's movement and perform ranged combat.
   d. Perform ranged combat.
   e. Perform H-H combat.
   f. Reload ranged weapon.
   g. Stand up or lie down.

2. Initiation-After all players have stated what action their character will perform they then determine which character will execute their action first. In the basic game this is done by comparing the character's Dexterity ratings. The higher the Dexterity rating the earlier the character will perform their action in the phase. For example: Captain Kirk will be able to act before Lt. Korax because Kirk's OX is 1 higher than Korax's. If two characters have the same DexteritY they may roll one die each to determine who will act first. Initiation is important in that the results of any action are considered immediate. If Kirk fires his phaser at Korax and stuns him, Korax has no chance to fire back or do anything else but be stunned.

3. Execution-In the proper sequence, each character performs his or her action. While a character may only execute one action, they may defend against any number of attacks. The basic actions of move, fire, and H-H are explained more thoroughly further on.

4. Record-Keeping-Now the players record damage their characters sustained and also the expenditure of energy or ammunition.

MOVEMENT

In the Basic Game, all characters can move up to 10 meters in an action phase. If a player decides that his character will move and fire, the character could move up to 5 meters and then fire (with the appropriate modifier to Hit Probability). If a character attempts to move away from an opponent in which the character was locked in H-H combat, the opponent gets to attack the character, but the character may not attack back. In all cases, if a character plans to move and attack or fire, the movement is performed first.

It is strongly suggested that the Mission Master and the players use a 19mm hexagonal grid, like the one included with these rules to regulate movement and ranges. Each hex equals 1 meter and only one character is allowed in a hex. Thus, if a character fires on an opponent 5 hexes away, the range would be 5 meters. And if a character moves 8 hexes, it would actually be moving 8 meters. If you are not using a hex grid to regularize range and movement, 2 centimeters equals 1 meter. The Mission Master can set up walls, trees or other terrain features in their true relationships to the player's characters and remove much of any ambiguity from an action phase.

HAND-TO-HAND COMBAT

Each Hand-to-Hand (H-H) Combat consists of the attacking character rolling 1 die and modifying the number rolled according to H-H Class, Strength, and Dexterity. The defending character rolls 1 die in the defense and modifies the number rolled according to H-H Class and Luck. The defense roll is subtracted from the attack roll. A positive result affects the defender and a negative result has no effect.

The attacker's die roll is modified plus 1 for each number above 12 and/or minus 1 for each number below 9 in Strength and Dexterity. (This modifier has already been determined for you in the prepared characters described earlier.) The attacker's die roll is further modified plus 1 for each H-H Class rating. Captain Kirk has a ST of 13, a DX of 14, and H-H Class of 2. His total H-H combat modifier would be 5. If Kirk rolled a 4 for H-H Combat, the roll would be modified to a 9.

The defense roll is modified plus 1 for each number above 12 and minus 1 for each number below 9 in Luck and is also modified by the character's H-H Rating. Thus Lt. Korax would have a defense modifier of 3. If Korax rolled a 2 in defense to Kirk's attack, it would be modified to a 5.

If Kirk made a H-H attack on Korax with the die rolls described above, the result would be that Korax would take 4 hit points of damage. (9-5 = 4).

Damage points affect the character's Constitution. Lt. Korax's CT would be reduced from a 13 to a 9. If a character lost one half or more of their current CT points in one attack, the character is knocked out, and falls to the ground.

A character may only attack towards the front. For purposes of this game, the front of a character is considered to be up to 90 degrees from straight ahead, to the left or right. If a character makes an H-H attack from behind another character, the attacking character may add an additional 4 to his or her die roll.

RANGED COMBAT

Each ranged combat consists of one character firing a ranged weapon at a defending character by rolling a die to hit and then rolling the appropriate number of dice for damage if a hit is made. As in H·H combat, the defending character rolls 1 die in defense, modified by Luck. The defense number being subtracted from the damage number to obtain the actual hit points subtracted from the defender's Constitution.

To hit, a character's Dexterity is used. The player references his character's DX on the Hit Probability Table and rolls 1 die. The die roll is then modified by the particular circumstances of the fire. If the number rolled is less than or equal to the number indicated for that particular range then a hit is made. Example: Lt. Sulu fires his Phaser II at a Klingon Soldier 30 meters away. Sulu's DX is 14 so a roll of 4 or less would be a hit. The player rolls a 3 so a hit is made. If the Klingon had been moving, Sulu's roll would have been increased to 6 and would have thus been a miss.

When a hit is made, the attacking player rolls the appropriate number of damage dice as indicated by the weapons table. The defending player rolls one die and modifies it plus 1 for each number above 12 or minus 1 for each number below 9 in Luck. The defense roll is subtracted from the damage dice roll and the difference is applied against the defender's Constitution. Example: Lt. Sulu's phaser was set on Disrupt and since 30 meters is medium range, 2 dice are rolled resulting in an 8. The Klingon Soldier's roll is a 4 which is not further modified because the Klingon's Luck is 10. The Klingon would take 4 points of damage (8-4 = 4) and his Constitution would be reduced from a 13 to a 9. Negative numbers would have no effect. If the damage done was one half or more of the defender's current Constitution then the defender will pass out from trauma and shock.

When a weapon is set on stun effect, the damage point caused must be at least one half of the character's Constitution in order to stun him. However, half of damage points caused by a stun fire, when stun is not effected, are taken against the defender's CT. Thus if Sulu's phaser fire had been set on stun. The Klingon would lose 2 points of Constitution, making a second stun shot more effective.

Each ranged weapon has a limited capacity of shots. When it is fired, the player must reduce the number of shots remaining by 1. Phaser have energy available rather than shots and the amount by which the energy is reduced depends on the type of fire made. For example: A phaser lion stun uses 2 units of its 24 capacity, reducing that capacity to 22.

RECORD-KEEPING

At the end of each action phase the players must record the damage their characters have taken and also record the depletion of ammunition or energy. For every three points of Constitution that were lost during the phase, the character's Dexterity must be reduced by 1 point to reflect how the damage affects the character's ability to fight. If another action phase is required, if any of the enemy remain, then the whole process starts allover again.

A character can get back 1 point of Constitution per game turn without outside help. If a doctor or nurse is able to use their medikit on a character, 1-4 points of Constitution can be restored per game turn.

C-g CREATURES IN COMBAT

Instead of 6 abilities, creatures have only one rating known as an Ability Rating (AR). In combat, the creature would have one die rolled for it (or as many are called for with a particular creature) and the result would be modified plus 1 for each number over 12 or minus 1 for each number under 9 in the creature's Ability Rating. Thus a creature with an Ability Rating of 14 would add 2 to any attacks it made in H-H combat. The defending character would roll for his or her defense as described before. A creature's AR number is also used to determine Initiation. Creatures do not become unconcious when their AR number loses one half or more but they can be stunned by a phaser on stun setting, just like any character.

BASIC WEAPONS TABLES

WEAPON	ENERGY (OR SHOTS)	MAXIMUM RANGE	POINT BLANK	CLOSE	MEDIUM	LONG	EXTREME
PHASER I	9*						
STUN NO.	2	30	3	2	1		
DISRUPT	3	20	4	3	2		
DEMATERIALIZE	8	10	5	3			
PHASER II	24"						
STUN NO.	2	90	4	3	2		
DISRUPT	4	60	4	3	2		
DEMATERIALIZE	12	30	5	3			
DISRUPTOR	6	100	5	4	3	2	
SONIC DISRUPTOR	6	50	4	3	2		

"This is the energy the weapon carries.. Firing on a particular setting reduces the energy remaining accordingly. NO. Hit points on Stun setting must equal at least half of the target's CT or AR to cause unconsciouness.

HIT PROBABILITY TABLE

DEXTERITY	POINT BLANK	RANGE CLOSE	MEDIUM	LONG	EXTREME
	1	2-15	16-60	61-150	151-+
1- 3	2	1	MISS	MISS	MISS
4- 6	3	2	1	MISS	MISS
7- 9	4	3	2	1	MISS
10-12	5	4	3	2	1
13-15	6	5	4	3	2
16-18	7	6	5	4	3
19-+	8	7	6	5	4

MODIFIERS TO DIE ROLL
1. Attacker moving   +2
2. Defender moving   +3
3. Defender partially hidden +4
4. Darkness   +6
5. Attacker being fired at   +2

C-10   BASIC GAME EQUIPMENT RULES

1.   **TRICORDER-**The tricorder may be set to detect life·forms or energy sources. The user must declare what type of scan they are making. The Tricorder will tell how far and in what direction a life·form or energy source is. Scanning is blocked if attempting to scan through heavy material such as armor plate, deflector screens, or more than 4 feet of rock. To make a success· ful scan, the player must roll his or her MN or less with 3 dice.

2.   COMMUNICATOR-This device is required for the Transporter to lock·on and beam up a party. It has a range of 12000 Kilometers but its signal is blocked in the same way as a scan from a tricorder.

3.   **MEDI** KIT-The medikit, when used by a doctor or nurse, will repair from 1 to 4 (rolled on a 4-sided die) points of Constitution, during a game turn.

4.   **KLiNGON/ROMULAN** COMMUNICATOR-Works the same way as a Star Fleet communicator but can also be used to scan for energy sources in the same way as a tricorder.

C-11   PLAYING A SCENARIO

Once the players have selected their characters and the Mission Master has layed out his maps and tables you are ready to begin a scenario. The Mission Master should tell the players what the situation is and brief them as to the goals the players should be attempting to attain. For example: In the first included scenario, the Mission Master would tell the players that they are onboard a shuttlecraft which has lost all power and about to crash land on an alien world. The player's goal iS,to locate and secure some dylithium to repair the shuttlecraft so that they can take off and renevous with the ENTERPRISE. The players would begin from the crashed shuttlecraft and the scenario would proceed from there.

Each turn takes approximately 1 minute, though the Mission Master should not tell the party just exactly how much time has passed. When the characters encounter an alien creature or other hostile object, the Mission Master starts them into an action phase. Each action phase is about 5 seconds long, during which combat and movement occur, The game turns takes place on the Mission Master's scenario map and the action phases take place on a much smaller game turn, the Mission Master describes what the players see and hear and then the players describe what their characters will do. Below is a typical example:

Mission Master (MM):   You are entering a short passage of rock about 20 meters long. The walls are too steep to climb or jump over, and the passage bends to the right at the end.

Kirk: How wide is it?

MM: Oh, about 3 meters, you could walk 3 abreast.

Spack: What do we see?

MM: The rock is yellowish in color and rather crumbly.

Spack: I make a Tricorder scan for life forms.

MM: There are no life forms within scanning range of your Tricorder.

Spack: I make a Tricorder scan for energy sources.

MM: You discover that the yellowish rock contains radioactive ore of greater than normal intensity.

Kirk: Let's get out of here! We head towards the bend in the passage.

MM: As you come around the passage you enter a large open area. In the center of the open area is a huge reptillian creature. Make your saving roll to see if it hears you as its head is turned away from the opening.

Kirk: Set all phasers on Disrupt. Fire if it makes any threatening moves!

As soon as it is determined whether the beast hears them or not, the Mission Master would then begin an action phase. As many action phases are played as necessary to resolve the encounter. When (and if) the creature is disposed of, the play would resume with the normal game turns.

BASIC GAME SCENARIO ONE-THE SHUTTLECRAFT CRASH

The characters are riding in the Galileo 7 shuttlecraft when there is a massive failure of engine circuitry. With only 2% power left, the small craft crashes on the surface of a conveniently nearby Class M world. It turns out that all that is required to repair the Galileo's engines is a small quantity of dilithium. The amount of dilithium in the crew's phasers is not enough to do the job but as they are coming down, the sensors did get a reading of dilithium somewhere to the North or NorthEast of the crash site. The crew will have to travel to the location of the dilithium and return with enough to repair the engines so that they can take off and rendevous with the ENTERPRISE. The shuttlecraft. has landed in very strange terrain. Strangely twisted towering rocks, as if by some weird erosion has left myriad turning passages and canyons. The rocks are unciimbable. The atmosphere is quite foggy and visibility is restricted to a range of about 30 meters. (6 hexes).

KEY

A.   A patch of pod plants. If anyone approaches within 5 meters, the podplants will fire thorns at the person doing 3 dice damage. The pod plant can only take 5 hits before it is destroyed.

B.   A **rockfall.** The first person entering the area must make their Saving Roll modified by Dexterity. If the roll isn't made, the falling rocks will cause 1-6 points of damage (1 die) to the person.

C.   A vein of radioactive rock. It will cause the loss of 1-6 points of Strength per person for each game turn spent in the area.

D.   A small cat-like creature lives here. It is currently asleep but if any of the characters miss their saving rolls, the noise wakes the cat-creature up and it will attack. It can move up to 14 meters in a turn and with an Ability Rating of 10 and long talons, it can cause 2 dice worth of damage per action phase.

E.   Ouicksand. Anyone entering here must make their saving roll modified by Dexterity, to escape.

F.   Large (2.5m) humanoid carrying a spear. He will attack anyone entering the area, which is his home. ST: 18, DX:10, LK:10, MN: 4, CH: 6, CT: 16. The huge spear is a 2 dice weapon and can be thrown up to 20 meters away by the humanoid.

G.   A **rockfall.** The first person entering the area must make their saving roll modified by Dexterity. If the roll isn't made, the falling rocks will cause 1-6 points of damage.

H.   The lair of a large (3 meters long) snake. The snake has rattles similar to the Terrain rattlesnake and will buzz them if anyone approaches. The snake's ability rating is 13 and it can move 12 meters per action phase. If it strikes someone, it will do 2 dice of damage immediately and the person will lost 1 point of CT due to poison until someone repairs the damage with a medikit.

I.   This is the home a giant reptile over 4 meters long. It has an Ability Rating of 20 and gets +1 die for hits fangs. If anyone enters the passage they must make a saving roll modified by Mentality as the beast is telepathic and can sense approaching creatures. If it senses anyone (missed the saving roll) it will attack immediately.

J.   A bed of strangely purple grass. The grass emits a narcotic gas which will put a person to sleep unless they make a saving roll modified by Constitution and notice the grass-gas in time. Once asleep in the grass, a person will lose from 1 to 4 points of Constitution per action phase until pulled away.

K.   An outcropping of almost pure dilithium crystals. More than enough to repair the shuttlecraft's engines.

L.   A vein of radioactive ore. It will cause the loss of 1·8 points of Strength per person for each game turn spent in the area.

M.   An outcropping of Lithium crystals. While not as capable of repairing the ships engines as dylithium, it would be enough to lift the shuttlecraft off of the planet and put it in orbit. However, the lithium is guarded by a small rodent-like animal whose nest is among the crystals. For every turn that the crew is in the area, their phasers will be drained by 3 points of energy unless they kill the creature which only has an Ability Rating of 2. The creature cannot be killed by phaser fire though. The fire is absorbed and the shot reflected at the firer.

N.   Another rockfall. The first person entering the area must. make their saving roll modified by **Dexterity.** If the roll isn't made, the falling rocks will cause 1·12 points of damage.

0-.   Another patch of Pod plants. If anyone approaches within 5 meters, the pod plants will fire thorsnat the person, doing 3 dice of damage. The pod plant can only take 5 hits before it is destroyed.

P.   This is the home of the humanoid's buddy. He is even larger (2.75m) and carries a club. He will attack anyone entering his area unless they offer him food, as he is very hungry. ST: 20, OX: 12, LK: 11, MN: 6, CH: 8, CT: 18. The club can do 3 dice of damage to anybody it hits.

Q.   A deep hole covered over by grass (a trap built by the humanoids). Make the person's saving roll modified by Dexterity. If the saving roll fails, the person falls into the hole and takes 4 dice damage from the sharp stakes on the bottom.

R.   Another rockfall. Make saving roll as before. Will cause 1-6 points of damage if the saving roll is missed.

S.   A large spear left there by accident by one of the humanoids.

T.   Another bed of the strangely purple grass. There is a stripped skeleton lying just outside this bed which might warn the crewmen.
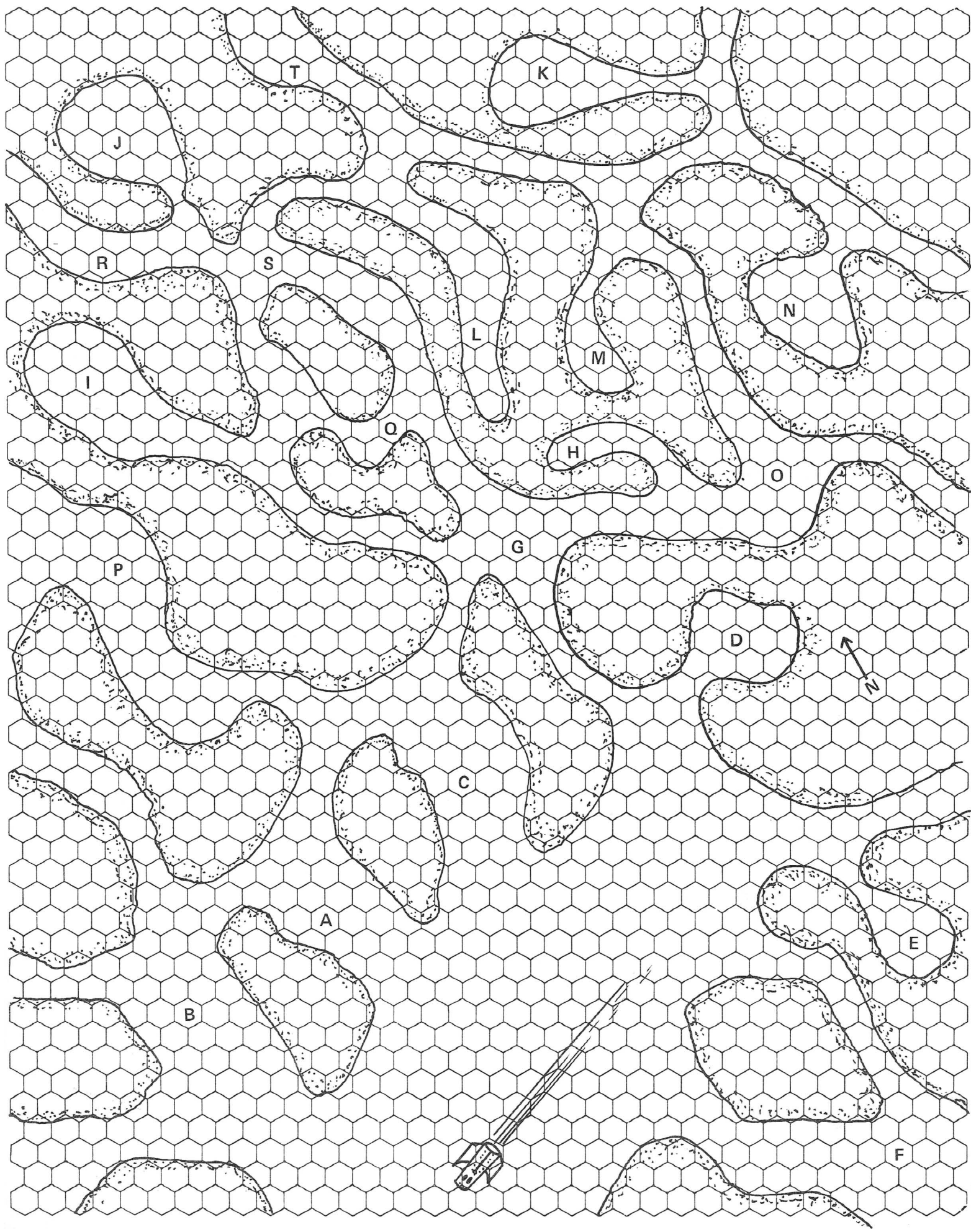
ADVANCED GAME SCENARIO-THE SLAVER RUINS

Over 1,000,000,000 years ago the Slavers ruled the Galaxy. They died off when one of their subject races rebelled with sufficient ferocity. The only known remains of the last Slaver Empire are Stasis boxes. These are special force field boxes in which time stands still. These boxes can be opened using a magnetic probe and they often contain artifacts, devices and other remains of the lost Empire. Just such a box gave the Federation its anti-gravity technology used on starships. Another stasis . box contained a super-weapon that was lost due to Kzinti intervention. The slaver stasis boxes are the most sought after archaelogical treasures in the known universe.

au scenario opens with the ENTERPRISE shadowing an alien vessel traveling in unknown territory. The alien vessel, possibly a Kzin or Klingon ship (this is at the discretion of the Mission Master. Any aliens can be used. When aliens are mentioned in this scenario they will be called aliens, but the Mission Master can fill in whatever aliens he thinks would be appropriate) makes a landing on a small Class M world near a partially ruined building. The alien crew, numbering 8 individuals, are seen getting out and entering the building. The ENTERPRISE sends down a party of 6 crewmen to investigate.

The planet has been seeded by the ancient race known as the Providers and has animals from many parts of the Galaxy. The building is the ruins if an ancient Slaver outpost and contains 4 stasis boxes hidden within its walls along with various creatures and the searching alien landing party. The Star Fleet crew must prevent the stasis boxes from falling into the hands of the aliens. The walls of the building are made of a Slaver alloy which prevents the operation of the communicator (and thus the Transporter) and tricorder readings are only partially effective through its walls. Doors in the building are sliding doors requiring a strength of at least 13 to open or can be burned down by a phaser set on Dematerialize. The aliens are hostile and will attack the Federation crewmembers on sight.

KEY

A.   Stasis box containing personal flying belt capable of Iifing a full-grown human for 5 turns.   (Stasis boxes have the appearance of perfect mirrors, you cannot see inside them, nor can you detect what is inside them by tricorder or any other device).

B.   This was a Slaver restroom. The room contains several strange porcelein contraptions that are currently being investigated by 2 of the aliens. They are facing away from the door. Make saving rolls to see if the aliens hear the party opening the door.

C.   The first thing the party notices is that the door is partially open. Inside is a Vulcan Lematya (AR: 15, +3 dice in an attack, Move: 15). The Lematya is quite hungry and has been searching for food. The room is a kitchen of sorts containing several plastic sealed packages of synthetic protein, quite toxic, it will cause 2-16 (roll 2 8-sided dice) points of Constitution loss if eaten.

D.   The roof to this room is open to sunlight. Inside the room are 2 Slaver Sunflowers. Slaver Sunflowers are plants having parabolic mirrors instead of petals. If a lifeform approaches, the sunflowers will concentrate solar energy on it (3 dice). If someone fires an energy weapon at the flowers, the flowers will reflect the energy straight back at the firer. Roll 1 6-sided die to see if the sun is hidden. A roll of 1 or 6 indicates the sun is hidden by clouds and the sunflower cannot fire solar energy. The flowers are easily killed, only having an Ability Rating of 5 each.

E.   A stasis box rests inside this room containing a 1½ foot black wand with a metallic tip. If the wand is held in the hand wi.th the metalic tip out, and the wand is squeezed, a hum will be heard. If the tip is touched to any life form it will cause 4 points of damage. It is a neuronic whip and causes violent nerve damage.

F.   This room contains a broken down computer console and 2 of the aliens. They are investigating the console when the party opens the door. The door is rusty, make the saving roll twice to see if the aliens hear. The console itself is useless but one of the memory cores is still active and if a tricorder is hooked up to it, the core will flash circuit diagrams of a matter conversion beam.

G.   The door is partially open. Inside are 3 Sandbats. They appear as inanimate rock crystals but will take off and attack the nearest person if anyone enters the room. (AR: 7, +1 die in combat, Move: 10 in the air, .5 on the ground). The room appears to be some sort of Iiving quarters but there are no useable objects.

H.   There is a stasis box in the room. The stasis box contains a sonic grenade with the pin pulled. If the stasis field is nullified the grenade will go off (refer to the Advanced Game Ranged Weapons Table).

I. Resting on a table is a large bulky belt. The belt is an energy shield. While the shield is out of power, a phaser power pack could be adapted to power it.) Refer to the Advanced Game Rules on **Armor +** Shielding). The table is surrounded by a sonic disruptor field, which will stike anyone reaching for the belt just like a regular sonic disruptor. If whoever reaches for the belt, makes their saving roll, they will notice a metallic ring on the ceiling, surrounding the table.

J. This room contains the final stasis field box. The box contains a psionic amplifier.. If someone puts the helmet on, they must make a saving roll modified by mentality. If they miss the roll their mentality will drop 5 points. If they make their roll, their MentalitY will raise 4 points and they will temporarily gain 1 psionic power. Roll on the Psionic Power Table to see which power is acquired. The gain in Mentality is permanent but the psionic power will fade away in 3 **game** turns. The helmet may only be put on twice, after that it will burn out.

K. This room is open to the sky. Inside are a pair of Swoopers from Phylos. (Refer to the Lifeforms Listings). The Swoopers will mindlessly attack. (AR : 14, Move: 20).

L. This corridor is guarded by laser beams. Whoever first enters the corridor must make their saving roll with an automatic +3 to the roll. If the saving roll is made, the beams fire and narrowly miss the person. If the roll is missed, the laser beams will strike the person like a laser rifle (Refer to the Advance Game Ranged Weapons Tables)' The beam requires 3 action phases to regenerate before they can fire again. The corridor leads into a room containing a hologram of Slaver (they look like green sealey, one-eyed Mickey Mouses). The only way the players can tell that this is a hologram is if they are telepathic or if they fire at or pass some material object through the projection. If they fire at the hologram the room will be flooded by radiation (2-12 damage, roll 2 6-sided dice). The same thing will happen if any material object is passed through the hologram. If the players ignore the hologram, which is making gestures and speaking unintelligible Slaver-speech, and move around it nothing will happen.

M. This is one of the aliens. If an odd number is rolled, the alien is turned away from the observing person. If an even number is rolled the alien will automatically attack.

N. This is another alien. The same rules apply as for 'M'.

O – T. These are the other various aliens. R is guarding the ship. S is inside, asleep.

If any of the crew enters the jungle, there is a 1 out of 6 chance (roll a 6-sided die) that they will encounter a creature. If they do encounter a creature, roll the 6-sided die again on the table below and look up the creature in the Life Forms Listings.
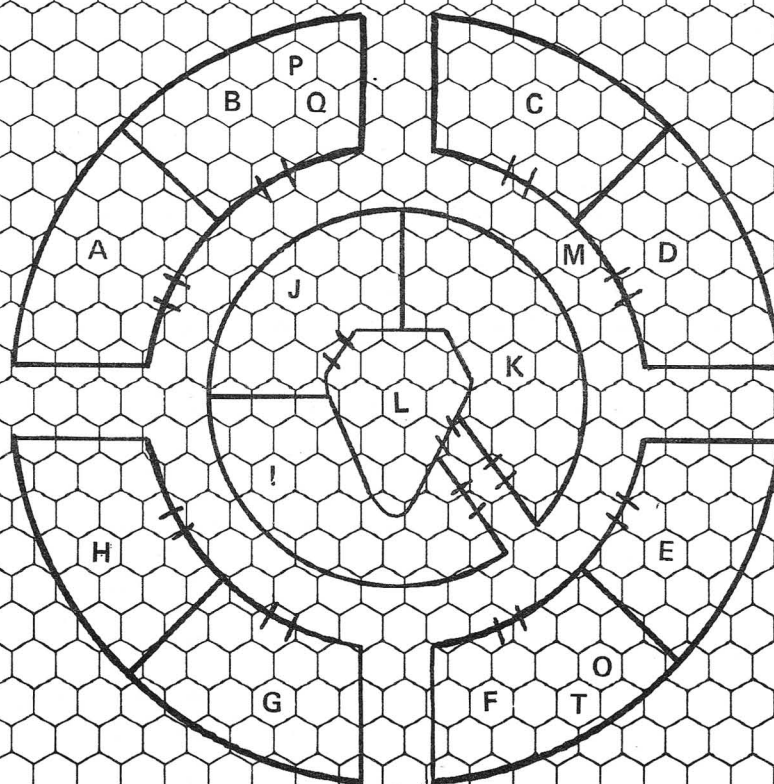
DIE ROLL	CREATURE
1	LE-MATYA
2	POD PLANT
3	CAPELLAN POWER CAT
4	SEHLAT
5	MUGATO
6	GIANT DRYWORM

The crewmen in the lead should make their saving roll to see if the creature spots the landing party before they spot it. The one who spots the other has the initiative in an attack.

JUNGLE

ALIEN SPACECRAFT

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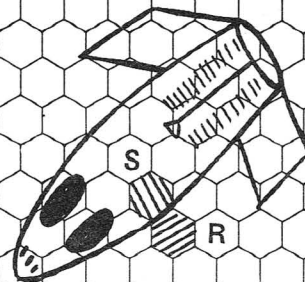
G
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= 3 METERS

= DOOR

JUNGLE

0-1   CHARACTER CREATING

In the Basic Game rules you are given the original characters of STAR TREK for you to use in the scenarios provided with these rules. In this section of the Advanced Rules we will show you how to create your own characters. These characters can be regular Humans or can be of any other race in the Galaxy. We suggest you refer to the STAR TREK LIFE FORM listing to find the appropriate modifiers for various races.

Each character has 8 attributes. The first 6 attributes are determined by rolling 3 6-sided dice (this may vary with some aliens) and adding the dice together for each attribute. The first 6 attributes are: Strength (ST), Dexterity (DX), Luck (LK), Mentality (MN), Charisma (CH), and Constitution (CT). Refer to the Basic Rules for further explanation of these attributes. Modify the numbers rolled by the modifiers listed for various aliens if you are creating a particular alien type. The reason we use 3 6-sided dice is because the range of 3 to 18, with the average rolls being 9 thru 12, is a very realistic bell-curve for describing the range of human attributes.

The seventh attribute is Size. Basic human size is 175cm. Roll a 1-4 die and a 20-sided die together. If you roll a 1 on the 4'sided die, add the 1 thru 10 roll (times 10) to 175. If you roll a 4 on the 4-sided die, subtract the 1 thru 10 roll (times 10) from 175cm. If you roll a 2 or 3, add or subtract 1 thru 10 (times 1) to 175cm. Size is somewhat important in that it can modify a character's movement. Other races than Human will have different Basic Sizes. Refer to the Lifeforms Listings for these.

The eighth attribute is Movement. Basic Human movement is 10 meters. For each 2 units of mass carried subtract 1 from Basic movement. For every 2 units of Strength attribute over 12 add 1 to the Basic movement. For every unit of Strength under 9 subtract 1 from the basic movement. For every 20cm of size over 175 (or other Basic size) subtract 1 from the Basic movement. Obviously, a character's Movement attribute is modified by how much equipment the character is carrying. Players should keep track of when a character gains or loses equipment as it can change his or her movement. Obviously, a character's Movement attribute is modified by how much equipment the character is carrying. Players should keep track of when a character gains or loses equipment as it can change his or her movement. If character is capable of flight (such as a Skorr), the flying movement is 3 times the character's ground movement.

Players should record their characters on a ,record sheet *(3x5* cards are ideal) so that they can use characters from one game to the next and keep track of their progress. Mission Masters should award increases in Hand-to-Hand Class, abilities to use various equipment and so on for successful characters in a scenario. It is quite possible to conduct an extensive campaign game of a series of scenarios, in which the players would take their characters from adventure to adventure, gaining experience and rank in Star Fleet service.

0-2   ADVANCED GAME PSIONICS

Once a new character is created roll a pair of percentile dice to determine if the the character has any special psionic powers. All races except those already defined as having psionic powers (such as Vulcans or Talosians) have a 1% chance of having a psionic ability. On a roll of 01, a character's player would roll on the table below to determine what type of psionic ability the character possesses. This chance may seem small to you but relate it to the actual number of known telepaths (or other powers) in the world today and you will see that 1% is a grossly high percentage. One exception to this is the race of the Kzinti. These orange cat-like warriors have a very high incidence of telepathy in their race and they coddle and enhance this telepathic ability with special drugs. If you are creating a Kzin character, rolling a 01 through 08 will result in a Kzinti telepath. Reduce all of the Kzin's attributes except Mentality by 4 points.'

The table below gives the probability of having various psionic powers, the most common being telepathy. After the table are listed the powers and how they are used in the game,

PSIONIC POWER TABLE

DICE ROLL	PSIONIC TABLE
01-25	EMPATHY
26-60	TELEPATHY
61-80	TELEKINESIS
81-90	CLAIREVOYANCE
91-95	PRECOGNITION
96-98	MIND CONTROL
99-00	TELEPORTATION

EMPATHY-Empathy is the ability to sense another's emotions. If somebody was about to kill her, the empath could sense the hatred or killing lust. To use empathy usccessfully, the Empath player rolls 3 dice. If the total is equal to or less than the empath's Mentality number, then the empath is told, by the Mission Master, the current emotions of the subject. The number rolled is modified plus 1 for each number over 12 or minus 1 for each number less than 9 in the subject's Mentality.

TELEPATHY-This is the ability to sense what another entity is thinking. This is worked just like empathy using the same 3 dice roll modified by the subject's Mentality as described above. If the telepath is successful, the Mission Master must describe the subject's thoughts to the telepath's player.

TELEKINSEIS-This is the ability to move objects by mental power. The object must be in the sight of the telekinetic. Roll 3 dice. Modify the number rolled minus 1 for each number over 12 and/or plus 1 for each number below 9 in the character's Strength and Mentality. If the total is less than or equal to the character's Mentality, then the object has been lifted.

CLAIREVOYANCE-This is the ability to see things that cannot normally be seen by the eye. The ability to do this is determined in the same way as empathy or telepathy. If the dice roll is successful, the clairevoyant would be able to see hidden objects or through walls.

PRECOGNITION-Precognition is the ability to see into the future. In this game, the precog would tell the Mission Master that he or she was attempting to see what would happen if a certain action is performed. Then 3 dice are rolled and modified just as if for telepathy, empathy, or clairevoyance. If the roll is successful, then the Mission Master must tell the precog the probable result of the declared action. However, the catch is that it is the Mission Master who rolls the 3 dice and keeps the result hidden from the players. If the roll is not successful, the Mission Master may lie to the precog.

MIND CONTROL-Here the user is attempting to take over the mind of another sentient being. Roll 3 dice. Modify the number rolled minus 1 for each number rolled minus 1 for each number over 12 and/or plus 1 for each number under 9 in the attempting character's Mentality and Charisma. Further modify the number plus 1 for each number under 12 and/or minus 1 for each number less than 9 in the subject's Mentality and Charisma. For example: Spock's modifier would be -6 and if he were attempting to exert mind control on a Klingon soldier the soldier's modifier would be +2. Thus a roll of 12 would be modified to an 8. Since 8 is far below Spack's Mentality of 16, Spack is able to control the action of the Klingon Soldier for one turn.

TELEPORTATION-This is the ability to transport one's body from one location to another by a means other than physical movement. The main pre-requisite is that the teleporter must have been to the place he or she wished to teleport to before attempting the teleportation. It is also possible to teleport to a location that is in view but farther away; for example: teleporting from one end of a hall to the other. Roll 3 dice. Subtract 1 for each number greater than 12 and/or add 1 for each number less than 9 in Mentality and Constitution. If the number rolled is less than or equal to the teleporter's Mentality, then a successful teleportation has been made. If the roll is greater than the character's Mentality, then the teleportation either did not work, or it worked in a random fashion. Roll 1 die. If the result is an odd number, the teleport attempt did not work. If an even number is rolled, roll an eight-sided die twice. The first roll is to determine in what compass direction (N, NE, E, etc) the jump is made and the second roll is to determine the distance in meters. If the jump results in the teleporter ending up inside a material object, like a wall, an explosion like that of a photon grenade will result. Refer to the Advanced Game Weapons Tables for further information.

SPECIAL EMPATHY-If a character become an empath, there is a 5% chance that the character will be a special empath like Gem on the STAR TREK show "The Empath". This ability allows the empath to remove another's damage points right up to the point of death. The drawback to this system is that the empath then has the damage. However, the empath can throw off this damage at the rate of 5 points per game turn.

D-3   FAMILIAR STAR TREK LIFE FORMS

The following is a list of plants, animals, and even stranger life forms that appeared on STAR TREK during its three seasons and the animated shows. Some of the life forms have been omitted due to their similarity to ones covered elsewhere. Each entry contains information on how the life form fits into the game system, along with modifiers to basic abilities.

ANDORIANS-Blue-skinned bipeds with white hair and flared antennae. They are members of the United Federation of Planets (UFP) and can be on Star Fleet crews. Basic size: 175cm, Basic move: 11m, ST +2, DX +3, CT +2.

AQUANS-Water-breathing humanoids with webbed hands and feet and greenish hair. They hate and fear air-breathers. Basic size: 175cm., Basic move: 15 in water, 7 on land.

BASTO·NEURON (FLYING PARASITES)-Each creature is part of a larger group or hive organism. They are only stunned by full dematerialize phaser fire. They take over lifeforms they contact and force them to attack others or hold them for other parasites to contact. The only way to kill them is with ultraviolet light. They move 15m through the air, 1 on the ground. Basic size: 15cm. Persons of Mentality over 15 can through off the effects of a parasite (but not get rid of it) on a roll of 5 or 6 on a 6-sided die.

CAITIAN-Tawny-colored catlike humanoid, distant relatives of the Kzinti. They are members of UFP and can be on Star Fleet crews. Basic size: 150cm, Basic move: 10, OX +2.

CAPEIIAN POWER CAT-large furry bobcat-like beast with brickred fur and spines. Native to Capella IV. Ability Rate (AR) 13, Basic size: 150cm, Basic move: 15, can fire a 3 dice electric shock up to 5m every other turn.

CAPEILANS-large humanoid bipeds Basic size: 225cm, Basic move: 10, ST +5, OX +3, CT +5. Their basic weapons are the Kligat and the short sword.

ORAMIANS-Golden-skinned humanoids, Basic size: 225cm, Basic Move: 9m.

EOOAN-Tripedal and Tri-armed humanoids of reddish hue. They are members of UFP and can be on Star Fleet crews. Basic size: 150cm, Basic move 1a, OX +3.

EIASIANS-Barbarian humanoids with spaceships and nuclear blasters. The females can cause any humanoid male to be totally devoted to her if the male touches her tears. Basic size: 175cm, Basic Move: 10.

EM/3/GREEN-Representative of a race of 6 armed, bright green, biped insectoids. Basic size: 125cm, Basic move: 8m, ST 2 dice, CH -2, CT 2 dice.

GIANT DRYWORM-Of Antos IV, 20-foot long snake-like creature that can direct up to 3 dice of energy from an outside source, against a target up to 20m away. Basic size: 700cm, Basic move: 5m, AR: 20.

GLOMMER-Eugenically produced tribble predator, can eat up to 3 tribbles per minute. Basic size: 50cm, Basic move: 10, AR: 4.

GORN-Large humanoid reptile usually armed with sonic disruptor and/or vibro-sword. Basic size: 225cm, Basic move: 6, ST 4 dice, OX 2 dice, CT 4 dice. Their skin gives them an armor rating of 4.

GOSSAMER MICE-Very small transparent creatures that react to minute changes to the surrounding environment. Basic size: 5cm, Basic move: 8m, AR: 1.

HALO FISH-Small fish with a colorful aura, the aura loses color if the environment changes in any way. (Both the Halo Fish and the Gossamer Mice are laboratory bred experimental animals).

HATE ENTITY-Cluster of rotating lights, causes people to attack each other. AR: 5. Ability gains 1 for every 3 units dmage it cuases people to commit. If a roll of 3 dice results in at least half of a character's Mentality, that character will attack the nearest other character. The Entity loses 2 units per action phase in which no combat takes place. Subtract 1 for each number over 12 in the Entity's Ability Rating when rolling for character reaction. If the Entity's AR drops to 1, it will leave immediately.

HORTA-Silicon based creature of lumpish appearance liVing in the pergium mines of Janus VI. Basic size: 250cm, Basic move: 12 in air, 10 in native rock, Can throw 5 dice of acid up to 4 meters away.

HUMANS-(Homo Sol) Basic size: 175cm, Basic move: 10.

KliNGONS-Oark·skinned with bi-furcated eyebrows. All males are bearded, quick to anger. They are hunters, predators, they take what they need. Klingon soldiers are generally armed with disruptor I or II's and Agonizers. Basic size: 175cm, Basic move: 10, ST +1, OX +1, CT +1.

KZINTI-Very irritable, large orange furred felionoids. They have fought 4 wars with humans and lost all of them to poor planning. They are presently restricted to police vessels and weapons though unofficially sanctioned priates do exist with illegal weapons. Basic size: 250cm, Basic move: 14m, ST 4 dice, DX +5, CT 4 dice, Talons add 1 die in H-H combat.

LACTRANS-Red, slug-like aliens with one tentacle to the front. They are telepathic and empathic, they keep an extensive intergalactic zoo of a1ien creatures. Basic size: 6 meters, Basic move, 10, ST 5 dice, MN 4 dice, CT 4 dice.

LE-MATYA-Reptillian, orange and red, lion-like creature native to Vulcan. Has poisonous teeth and claws. AR 15, Basic size: 150cm, Basic move: 15m, Talons +2 dice, Teeth +1 die.

MEDUSAN-Non-corporeal telepaths. The unvisored view of a Medusan will send a person into a paranoia, driving that person to run -and/or attack the nearest other person. -Only a telepath can cure such a person. Medusans are fantastic interstellar navigators.

MELKOT-Roughly humanoid with tremendous powers of mind control and illusion. MN +5, CH +5.

METRON-Non-corporeal entities capable of matter-energy manipulation over great distances. They detest violence and will set up contests for lesser beings to teach them, the error of their ways.

M-113 CREATURE (SALT VAMPIRE)-Shaggy humanoid with suckers at its fingers and the ability to appear like any person an observer thinks of. Requires large amounts of salt especially a lifeforms body and blood salts (sodium chloride only), in order to live. Can reduce a person's CT by 5 points per acti()n phase while in contact. Person being attacked is paralyzed. Basic size: 175cm, Basic move: 10m, AR 12.

MUGATO-Great white horned ape of Neural with poison fangs. They mate for life and will avenge mates death. Basic move: 12, Basic size: 250 cm, AR 18.

ORANIANS-Beings of pure thought capable of creating exceedingly realistic illusions. They are very pacifistic and are the instigators of the Peace Treaty between the Klingon Empire and United Federation of Planets.

ORIONS-Humanoids with dark green to light blue skin. The females are very seductive with a +5 to CH. All other attributes are basically human. The Orions are currently conducting clandestine mining on primitive worlds and piracy on unprotected transports.

PHYLOSIANS-Asparagus-like, tentacles, plant beings. They require a voder (synthtic voice generator) to communicate. They are very pacifistic. Basic size: 150cm, Basic move: 8m. MN +3.

POD PLANT-Small stationary bush with large thorns. It fires a cluster of poison thorns (3 dice) once per action phase out to 5 meters. Basic size: 1aOcm, AR 5.

RETLAW PLANT-Small mobile plant with a purple fuzzy golf-ball sized head and black root-legs. Will follow a life form and attempt to poison it (2 dice) by contact. Basic size: 15cm, Basic move: 5m, AR 3.

RIGELLIAN HYPNOID-Small reptillian creature with the ability to create an illusion on the command of its trainer. It is easily frightened. Basic size: 50cm, Basic move: 11m, AR 6.

ROMULANS-These are a offshoot of the Vulcan race, Romulans are pointy-eared with slanted eyebrows but do not have the psionic ability and emotional control of Vulcans. They are armed with Disruptor I or II due to treaty with the Klingon Empire. Basic size: 175cm, Basic move: 10m, ST +3, DX +2, CT +4.

SANDBATS-They appear an inanimate rock crystals until they attack. Basic size: 30cm, Basic move: 10 in the air, .5 on the ground, AR 7, Talons +1 die.

SEHLAT-Vulcan ursonoid with 6-inch fangs. Basic size 300 cm, Basic move: 10m, AR 19, Fangs +1 die. They are very loyal to Vulcans they live with.

SKORR-Winged avian humanoids with warrior heritage. They are members of the UFP and can be members of Star Fleet crews. Basic size: 200cm, Basic move: 9m (27 in the air),

SORD-Humanoid dinosaur. Basic size 175cm, Basic move: 8m, ST +3, DX ·1, CT +2. They have an armored skin of a 3 rating.

SWOOPER-Winged purple plant creature. Basic size: 400cm, Basic move: 20m (in the airl, AR 14. They will mindlessly attack any living thing.

TALOSIANS-Robed, large-skulled humanoids with great powers of illusion and telepathy. Basic size: 175cm, Basic move: gm, MN 5 dice.

TELLARITE-Pig-like humanoids, they are members of the UFP and can be members of a Star Fleet crew. They are very argumentive and alcohol only makes them more so. Basic size: 175cm, Basic move: 10m, CH -2.

THOLIANS-Crystalline red'gold beings having a hive culture. They are very punctual and live on a very hot planet. It is possible that they breath flourine and could not exist in an oxygen atmosphere. Nothing else is known about them except that they use standard phaser type weapons on their starships.

TRIBBLES-Small furry balls. They are very affectionate of all humanoids except Klingons. However, they multiply, if fed, in litters of 10, once every 12 hours. Some have been genetically altered to not reproduce, but they still have voracious appetites, consuming several times their own weight in a single day.

VAMPIRE CLOUD-A gaseous energy creature that cannot be hit by phaser fire due to its ability to displace itself by micro-seconds in time. It drains hemoglobin, reducing a victim's CT by 8 per action phase, from humans (Vulcans are immune). It smells like honey, gives tricorder readings of di-kironium, can move up to warp factor 6 on gravity waves, and can only be destroyed by the massive detonation of anti-matter.

VEDALA-White felionoids, they are the oldest space-travelling race known to the UFP. They do not normally get involved with other's problems but have tremendous resources at their disposal. They travel in their own mobile asteroid, and are capable of manipulating matter and energy. Basic size: 125cm, Basic move: 10m, MN 5 dice.

VENDORIAN-Multi-eyed and tentacled, Vendorians can rearrange their molecular structure to any shape. They practice deceit as a way of life and are strictly off-limits to members of the UFP and other known races though the Romulans are known to have made some contact with them. Basic size: 200cm, Basic move 12m.

VULCANS-Pointed-eared humanoids of great emotional control and logic. Their blood is based on copper salts and they have protective nictating membrances to protect their eyes from dirt and glare. They have limited powers of telepathy and empathy in that they usually have to be in contact with a subject for the powers to operate. Once every seven years they must mate or die. Basic size 200cm, Basic move: 11m, ST +3, DX +2. MN +3, CT +4. They are members of the United Federation of Planets (in fact, one of the most highly regarded members) and are found throughout Star Fleet's crews. The Vulcan Spock is a success·ful hybrid of Vulcan and Human heritage.

D-4 CREATING ALIEN CREATURES

While the list of STAR TREK life forms is very extensive, some Mission Masters will want to create their own special alien dangerous creatures. The following rules and tables are designed to enable a Mission Master to do just that, with a minimum of fuss.

Regular characters and aliens are characterized by their attributes of Strength, Dexterity and so on. A creature only needs one number-its Ability Rating (AR). The Mission Master rolls 3 6·sided dice to get this number but the total can be modified by how large the creature is. The alien can also have special abilities in weapons and defences. The following tables are designed to create these abilities in a random fashion so that each new creature has its own unique abilities.

GENERAL TYPE AND SHAPE

This table is to establish the general appearance of the creature. The terms used are only the most general of terms so that the Mission Master has plenty of choice in filling out how the creature will appear to the players who encounter it. Roll a pair of percentile dice (generating numbers from 01 to 00) to determine the general type of creature.

DICE ROLL	TYPE AND/OR SHAPE
01-05	AMOEBOID
06-15	INSECTOID
16-30	REPTILLIAN
31-45	FELINOID
46-55	CANINE
56-60	BOVINE
61-65	URSUNOID
66-73	ANTHROPOID
74-93	HUMANOID
94-96	PLANT
-97	POLYMORPH
-98	CRYSTALLINE
-99	GASEOUS
-00	ENERGY

BASIC SIZE

After the general type has been determined the size of the creature must be rolled for even though this size might be further 'modified by the special characteristics table. Roll a pair of percentile dice on the table below to get the Basic Size in centimeters.

DICE ROLL	SIZE	DICE ROLL	SIZE
01-02	50	61-80	225
03-05	75	81-85	250
06-10	100	86-90	275
11-15	125	91-95	300
16-20	150	96-98	325
21-40	175	99-00	350
41-60	200		

SPECIAL WEAPONS AND CAPABILITIES

Roll a 4-sided die to determine how many times you will roll a pair of percentile dice on the table below for any special characteristics the creature may have. You should note that some of the abilities below may be inappropriate for the type of creature rolled for on the previous table. The Mission Master should exercise good judgement as to the useability of a particular capability.

DIE ROLL	CAPABILITY	NOTES
01-30	NONE	
31-35	SIZE DIFFERENCE	REFER TO THE SIZE MODIFIER TABLE BELOW
36-45	ARMOR RATING	ROLL 8-SIDED DIE TO DETERMINE RATING
46-50	FLIGHT	THREE TIMES MOVEMENT
51-60	FANGS	1 OR 2 EXTRA COMBAT DICE
61-70	TALONS	1 OR 2 EXTRA COMBAT DICE
71-80	STINGER	PLUS 1 TO 4 ON ATTACK ROLL
81-85	SPIKES	PLUS 1 TO 8 ON ATTACK ROLL
86-90	POISON	PLUS 1 TO 6 ON ATTACK ROLL
-91	SHAPE CHANGER	1 OR 2 ROLLS FOR NEW SHAPE
-92	ILLUSION CASTER	PROJECTS A DUPLICATE OF ITSELF 1 TO 8 METERS AWAY
-93	FIRE BREATHING	CAN FIRE 1 TO 6 DICE OF FIRE UP TO 20 METERS
-94	MIND LURE	VICTIM MUST MAKE SAVING ROLL ON MENTAL (ROLL OF 3 DICE, MUST BE EQUAL TO OR LESS THAN MN)
-95	ENERGY ABSORBER	ROLL 12-SIDED DIE FOR ABILITY
-96	ENERGY REFLECTOR	ROLL 12-SIDED DIE FOR ABILITY
-97	ENERGY CASTER	ROLL 12-SIDED DIE FOR AMOUNT CAPABLE OF CASTING
98-00	LIFE FORCE ABSORBER	ROLL 6-SIDED DIE TO GET THE AMOUNT OF CT A VICTIM WILL LOSE IN AN ACTION PHASE, THE CREATURE GAINS THE POINTS WHICH ARE ADDED TO ITS ABILITY RATING'

SIZE MODIFIER TABLE

DIE ROLL	SIZE MODIFIER	EFFECT TO ABILITY RATING (AR)
01-05	TIMES .25	MINUS 1 OR 2 DICE
06-15	TIMES .5	MINUE 1 OR 2 DICE
16-25	TIMES .75	MINUS 0 OR 1 DIE
26-40	TIMES 1.0	NO EFFECT
41-50	TIMES 1.25	PLUSOOR 1 DIE
51-60	TIMES 1.5	PLUS 1 OR 2 DICE
61-70	TIMES 2.0	PLUS 1,2, OR 3 DICE
71-80	TIMES 2.5	PLUS 2, 3, OR 4 DICE
81-90	TIMES 3.0	PLUS 3, 4, OR 5 DICE
91-95	TIMES 4.0	PLUS 3, 4, 5, OR 6 DICE
96-98	TIMES 6.0	PLUS 4,5,6, OR 7 DICE
99-00	TIMES 10.0	PLUS 5, 6, 7, OR 8 DICE

ROLL A 6- OR 4-SIDED DIE TO DETERMINE THE PRECISE NUMBER OF EXTRA OR LESS ABILITY RATING DICE. FOR EXAMPLE: 1,2, OR 3 WOULD INDICATE THAT A 1 OR 2 ON A 6-SIDED DIE WOULD ADD 1 DIE TO THE ROLL FOR THE CREATURE'S ABILITY RATING.

BASIC MOVEMENT

Once you have determined the shape, size, and special weapons of the creature you can then determine its movement. Roll a pair of percentile dice to determine a basic movement and then modify that movement by the creature's size and/or Ability Rating.

DICE ROLL	MOVEMENT	DICE ROLL	MOVEMENT
01-	1	68-77	11
02-03	2	78-82	12
04-06	3	83-86	13
07-09	4	87-90	14
10-13	5	91-93	15
14-17	6	94-95	16
18-22	7	96-97	17
23-27	8	-98	18
28-42	9	-99	19
43-67	10	-00	20

MODIFIERS TO THE DICE ROLL
1. Add 5 for each number over 12 in the Ability Rating.
2. Subtract 5 for each 10 centimeters of size over 200.
3. Flying movement is three times normal movement.

CREATURES IN COMBAT

When an alien creature makes an attack on a character, the Mission Master rolls 1 6-sided die and modifies it plus 1 for every number over 12 or minus 1 for every number below 9 of the creature's Ability Rating, adding more dice as indicated by the creature's special weapons or capabilities. For initiation, the Mission Master will modify the initiation roll plus 1 for every number over 12 or minus 1 for every number less than 9 in the creature's movement. Creatures are not affected by losing ½ or more of its current AR but can be stunned by weapons on stun setting just like any character.

The numbers and other information concerning a particular alien creature are at the judgement of the Mission Master.

D-5 ADVANCED GAME EQUIPMENT TABLE

TYPE	MASS	INITIATION MODIFIER	NOTES
ANTI-CONTAMINATION SUIT	1.5	-1	
BACKPACK	.5	·1	CAN HOLD UP TO 10 UNITS OF MASS
BELT LIGHT	.2		
CHRONOMETER	.2		
COMMUNICATOR	.2		RANGE OF 12000km, LINE OF SIGHT ONLY
CUTTER BEAM	2.0	-2	RANGE 5cm
ENVIRONMENTAL SUIT	2.0	-2	
FILTER MASK	.2		FOR TOXIC MATERIAL IN ATMOSPHERE
FORCEFIELD BOX	5.0		USED FOR CARRYING ANTI-MATTER
IRVINGOSCOPE	.8		USED TO TRACE CIRCUITRY
JUMP HARNESS	2.0	-1	ALLOWS WEARER TO FLY 30m PER PHASE
KLiNGON COMMUNICATOR	.2		ALSO ACTS LIKE ENERGY SENSOR
LASER BEACON	.8		
LIFE SUPPORT BELT	.5		
LIFE SUPPORT MASK	.4		FOR TOXIC ATMOSPHERE
MAGNETIC PROBE	.5		FOR PROBING AND CONTROLLING FORCE FIELDS .
MEDICAL SCANNER	.1		GIVES DATA ON A L1FEFORM'S STATE OF HEALTH
MEDIKIT	.6		CAN REPAIR 1-4 POINTSOF CT
MEDIPOUCH	1.0	-1	CAN REPAIR 1-8 POINTS OF CT
PHASER BORE	3.0	-5	LIKE PHASER RIFLE' CAN DRILL 1m PER PHASE
PHYNBURGER	.4		USED TO TRACE ENERGY SOURCES
PORTABLE ANTI-GRAVS	1.0	-3	CAN SUPPORT 25 UNITS OF MASS
PORTABLE BIOCOMPUTER	2.4	-6	USED TO DIAGNOSE ALIEN DISEASES
POLICE WEB	3.5	-6	HOLDS SUBJECTS IMMOBILE
POWER PACKS	.1		RECHARGE PACKS FOR WEAPONS OR DEVICES
PSYCHIC PROBE	8.0	·10	KLiNGON INTERROGATION DEVICE
SAMPLE POUCH	.3		PLASTIC CONTAINER FOR SPECIMENS
SUBCUTANEOUS TRANSPONDER	.01		SURGICALLY IMPLANTED TRACER BUG
TELEFOCALS	.4		BINOCULARS WITH A RANGE OF 10 MIL.ES
TRICORDER (VARIOUS TYPES)	.8		
UNIVERSAL TRANSLATOR	.6		
VISOR	.1		SHIELDS AGAINST OR INTENSIFIES LIGHT
VODER	.5		ARTIFICIAL VOICE BOX

See the Equipment and Weapon Listings for more complete information. The Initiation modifier only applies when the unit's bulk would interfere with a combat action.

D-6   A SELECTED LIST OF EQUIPMENT AND WEAPONS

AGONIZER-A Klingon device which, when placed against its victim, causes excruiating pain and tissue damage.

AHN-WOON-A traditional Vulcan weapon consisting of a ship of leather which can be used as a sling or as a whip.

ANTI·CONTAMINATION SUIT-A piece of Star Fleet equipment which protects the wearer from extremes of radiation and temperature and also prevents exposure to harmful bacteria or other micro-organisms.

ARMORED PRESSURE SUIT-This is a space suit worn by the Kzin when fighting in a vaccum and other adverse environments.

ASSAULT RIFLE-Semi- or Full-Automatic firearm. We used the AK-47 as our example.

AUTOMATIC PISTOL-This is representative of all modern automatic hand weapons. The one particular that we used to deter·mine its abilities was the Colt .45" Model 1911.

AX-A primitive weapon of Terran and other cultures consisting of a heavy single or double blade on the end of a handle at least a meter long.

BACKPACK-A light fabric container worn on the back, capable of carrying up to 10 units of mass.

BELT LIGHT-This is a small light carried on the belt. It can be turned on to illuminate an area while leaving the wearer's hands free, or removed from the belt to direct in any area.

BODY SHIELD-This type of primitive shield was used by ancient Terran and other alien cultures and consists of a light metal or leather framework strapped onto the non-weapon arm and c.overing almost all of the bearer's body in a fight. Ancient Greeks used body shields shaped like figure eights. Others used rectangular ones.

BOW-This is a primitive weapon used to project long finned darts.

BROJ\DSWORD-A meter long two-edged bladed weapon used in feudal cultures.

BUCKLER-THis is a shield considerably smaller than a body shield and usually much easier to manuever.

BULLETPROOF VEST–A vest made of nylon and fiberglass designed to deflect small arms fire.

CAP + BALL PISTOL-Nineteenth Century firearm. We used the Colt .44 Peacemaker as our example.

CHRONOMETER-A simple wristwatch; or it could be a precision instrument used to measure infinitesimable amounts of time. time.

CHAINMAIL-Links of steel woven into a jacket to protect the wearer from attack.

CLUB-This weapon can range anywhere from a reversed pistol to a large piece of wood. Anything handy, used to strike an opponent would be considered a club.

COMBAT KNIFE-Short, edged blade weapon. A bayonet also qualifies as a combat knife.

COMMUNICATOR-,Standard Star Fleet issue communications device with a range of 12000 km. It is also used to pinpoint a landing party for Transporter beam-up.

CROSSBOW-This is a sort of rifle version of a bow, used to fire much more powerful projectiles.

CUTTER-BEAM-Star Fleet issue laser device with a very short range (5 cm) used to cut through most metals and plastics.

DAGGER-Small, two-edged blade weapon. Can be thrown or used in H-H combat.

DISRUPTOR IIII-Hand weapons which disrupt matter using beamed micro-wave energy. They are the standard weapons of the Klingon and Romulan Empires.

ENERGY SHIELD-A backpack unit which protects a forcefield around the bearers to protect them from energy weapons. It is not effective against projectile weapons or personal attack.

ENVIRONMENTAL SUIT-This is the standard issue Star Fleet space suit, designed to protect the wearer from all adverse environments or the total lack of an environment.

FILTER MASK-Star Fleet issue face mask used to filter dust or dangerous gases out of a wearer's breathing air.

FLEX-MESH ARMOR-Special Star Fleet combat armor worn when a landing party knows they are headed into a combat situation. The armor is electronically strengthened and seems as soft as silk until hit where upon it becomes as hard as solid steel.

FLINTLOCK PISTOL/MUSKET-Ancient firearms using a piece of flint to ignite the powder.

FORCEFIELD BOX-A container used by engineers to transport anti-matter from one place to another without allowing it to come into contact with the positive matter environment.

GYROJET-A pistol which fires 13mm rocket-propelled projectiles.

HAND-LASER-Early Star Fleet hand weapon firing a beam of monochromatic light. It was later replaced by the much more versatile phaser.

HE GRENADE-A hand-thrown high explosive bomb.

IRVINGOSCOPE-An engineering device used to trace complex fluidic and electronic circuits.

JUMP HARNESS-A flying belt based on anti-gravity technology. The distant descendant of our modern Bell Jet and Rocket belts. Used primarily by Security forces in a combat situation.

KINETIC SHIELD-A belt-carried portable force field used to deflect material projectiles and attacks. It is ineffective against attack by energy weapons.

KITE SHIELD-Triangular shield used by ancient feudal knights of old Earth.

KLIGAT-A small razor edged disk used by Capellans. It's thrown somewhat like a frisbee and is extremely deadly for a primitive weapon.

KLINGON ARMOR VEST-A basic part of the Klingon Uniform is the silvery metal mesh vest which can provide partial protection from attacks.

KLINGON COMMUNICATOR-Essentially the same as a Star Fleet communicator, the Klingon device is also capable of detecting and ranging energy sources, though not capable of analyzing them.

LASER BEACON-A small device which can be used to signal an orbiting ship when conditions prevent the use of a regular communicator.

LASER RIFLE-A heavier version of the Hand Laser with greater range and firepower.

LEATHER-A suit of leather that can help protect the wearer from abrasions and edged weapon attacks.

LIFE SUPPORT BELT-This Star Fleet issue belt device generates a forcefield which replaces an environmental suit. It is not effective in high pressure toxic atmospheres or in situations involving extreme radiation.

LI FE SUPPORT MASK-A face mask worn in toxic atmospheres not requiring an environmental suit but still requiring a proper atmosphere for a human or other oxygen breathing races.

L1RPA-A traditional Vulcan weapon having a sickle shaped blade on one end and a heavy weight on the other.

LONG SWORD-A bladed weapon slimmer and slightly shorter than a broadsword.

MACE-A heavy club-like weapon with a very heavy weight on the end of a short handle. Leverage gives it more striking power than a regular club,

MAGNETIC PROBE-A tool used by engineers to probe and exert partial control over magnetic and other types of force fields.

MEDICAL SCANNER-A small Star Fleet device which, when passed close to a person, can give readings on that person's health. It registers heart beat and other readings. It can only be used by trained medical personnel.

MEDIKIT-This is a small field medical kit containing medical equipment which can be used to repair from 1 to 4 (use a 4-sided die) points of Constitution in a game turn when used by trained medical personnel.

MEDIPOUCH-This is a larger field medical kit which can be used to repair much larger amounts of damage including semi-major surgery. It can repair 1-8 (usean 8-sided die) points of damage in a game turn if used by a doctor.

MORNING STAR-Somewhat similar to a mace but having the weight spiked and attached to the handle by a short chain in order to provide even greater leverage.

NEEDLER-A weapon which fires scores of tiny steel needles in a high pressue burst. The needles tumble when they hit.

NUCLEAR BLASTER-A weapon which fires a concentrated pulse of nuclear radiation in a tight beam. Outlawed in the Federation, they are still used by more primitive cultures such as the Troyians and Elasians. They leave the area radioactive (1-4 hit points worth) whenever they are fired.

PHASER 1/11-The phaser is the standard hand weapon of Star Fleet, replacing the older hand laser. The phaser I is quite small and easily hidden. It snaps into a pistol mount to form the phaser II with greater range and power. The phaser can be set to Stun, kill, disrupt, dematerialize, and heat.

PHSER RIFLE-This is a much larger phaser weapon with the same range of settings as the smaller models but with considerably greater range. It is only used by Star Fleet in combat situations.

PHASER BORE-Very similar to a phaser rifle but used as a tool to drill large holes through rock or metal. Can drill up to 1 meter of native rock in one action phase but consumes 1 point of its 24 unit power pack.

PHYNBURGER-An engineering instrument used to trace energy sources in various machinery. Can also be used to detect energy levels and trace energy control devices.

PHOTON GRENADE LAUNCHER-A small mortar-like launcher firing photon grenades. The photon grenade is a dylithium powered anti-matter explosive with a tremendous explosion radius. This weapon is very restricted in its use, only designed for extreme combat situations.

PLATE ARMOR-Armor worn by feudal knights consisting of overlapping plates of steel. Extremely bulky and heavy.

POLICE STUNNER-A common hand weapon used by Federation police and the law enforcement agencies of other governments. Essentially a phaser incapable of firing any effect other than stun.

POLICE WEB-A three meter diameter net which generates a tractor field on whoever stands on it. With the web turned on, persons standing on it cannot move. The web operates for 10 game turns on portable powerpack.

PORTABLE ANTI-GRAVS-Standard Star Fleet equipment designed to lift up to 25 units of mass per unit.

PORTABLE BIOCOMPUTER-An attache case sized unit which can help medical personnel diagnose alien diseases.

POWERPACKS-Various units used to power high energy deVices. Somewhat similar to storage batteries

PRESSURE SUIT-Basic space suit used by various races to protect them from hostile environments. Gnerally made of flexible elastic material and designed to provide a breathable atmosphere to the wearer. Usually also has a communications unit and environmental sensors.

PSYCHIC PROBE-A Klingon weapon designed to interrogate prisoners. Also known as a mind-ripper, the psychic probe will cause 1-4 units of Mentality to be lost from the victim, per use. If the victim rolls greater than his or her Mentality with 3 dice, the victim must tell the interrogator what they wish to know.

REVOLVER-Modern firearm hand weapon. The example used is the Smith + Wesson .38.

RIFLE-Modern firearm. The model used as an example is the M-1 Garand.

SAMPLE POUCH-A small plastic container used to hold specimens taken during a landing party.

SHORT SWORD-Medium sized two-edged weapon similar to the Roman gladius.

SHUTTLECRAFT-Small spacecraft capable of carrying up to 7 people.

SLING-One of the most ancient weapons ever made, consisting of a leather strap and pouch made to project small stones at high volocities for short distances.

SONIC DISRUPTOR-Hand weapon firing a tightly focused beam of sound to disrupt living tissue and other material.

SONIC GRENADE-Hand-thrown bomb which releases a burst of sonic energy which will disrupt lifeforms and objects within -a short radius.

SPEAR-Long pole with a sharp tip. The staff can be used to jab or strike at an opponent. One form of the staff was a favored weapon of Robin Hood and his merry men.

SUBCUTANEOUS TRANSPONDER-A small crystal transmitter-repeater that allows the bearer to be traced for purposes of location and Transporter beam-up.

SUBMACHINE GUN-Short-barreled firearm capable of firing bursts of devastating fire for relatively short distances. We used the M-3 'Greasegun' as our model.

TELEFOCALS-Star Fleet issue electronic binoculars capable of picking out detail up to 10 miles away and up to half that distance at night using phot-multiplying ability.

THERAGEN-Klingon nerve gas contained in grenades. Very efficient, the gas causes a loss of Strength instead of Constitution with subsequent loss of movement. When strength reaches zero the character cannot move at all. The loss is repairable by medi-kit or medipouch.

TRICORDER-The tricorder is a portable sensor, computer, recorder (tri-function). There are various models of Star Fleet tricorder available.

   SCIENCES TRICORDER-Capable of sensing, measuring and analyzing through the electromagnetic spectrum, for energy sources, lifeforms, force fields, determining density and volume, out to a range of about 100 meters. Sensing is blocked by forcefields, armor, and large amounts of material, being limited to line of sight only.

   MEDICAL TRICORDER-Can sense lifeforms, scan the body functions of a character or other lifeforms, and can also diagnose ailments up to a point (determined by the Mission Master). The Medical Tricorder also contains a small medikit which any Star Fleet officer can use to repair between 1 and 2 points of damage per game turn.

   PSYCHOTRICORDER-A specialized unit which can be used to scan a person's memory up to 24 hours prior to the scanning. It must be operated by a properly trained Star Fleet Psychotech.

   ENGINEERING TRICORDER-Can sense and trace energy sources, fluidic and electronic circuitry, and analyze force-fields and radiation sources. Also contains a small repair kit which can be used to repair damage to phasers, communicators, and, or course, tricorders.

   WRIST TRICORDER-A new experimental Star Fleet unit duplicating the operations of a standard Sciences Tricorder while worn on the user's forearm.

UNIVERSAL TRANSLATOR-A small device about the size of a flashlight which can analyze various forms of speech and other communications and translate them into the user's terms when the Universal Translator is in contact with a back-up system such as a shuttlecraft's or a starship's main computer. The restrictions to such communication are the same as that for communicators and tricorders (see Basic Rules).

VIBRO-BLADE-A small electronic knife capable of cutting through most SUbstances.

VIBRO-SWORD-A larger version of the vibro-blade often used by the Gorn.

VISOR-An eyemask used to protect the wearer from intense light sources and certain frequences. Is a requirement for dealing with Medusans. (See Life Form Listings).

VODER-An artificial voice box, which when operated by a skilled technician, can duplicate any sound or speech. It has as its ancestors, modern Moog Synthesizers.

D-7   ADVANCED GAME COMBAT RULES

INITIATION

In the Basic Game Rules, the character with the higher Dexterity was the one that got to perform his or her action first. In the Advanced Game Rules, each player rolls 1 6-sided die for their characters. This die roll is modified plus 1 for each number over 12 or minus 1 for each number below 9 in the character's Dexterity. The die roll is further modified according to the particular weapon the character is attempting to use or according to any equipment worn or carried which would affect the character's movement. (It is recommended that the players record such movement and combat initiation modifiers on their character's record cards for handy reference). The highest number rolled will perform their action first and so on until the lowest number rolled has performed their action. If two players roll the same number, even after all modification to the numbers has been both characters Will perform their action at the same time with simultaneous results.

HAND-TO-HAND COMBAT

In the Advanced Game a character is allowed to carry certain weapons which will greatly aid him or her in H-H combat. For example, Klingon Soldiers always carry Agonizers which are very deadly hand-held devices affecting the victim's nervous system. When using an H-H weapon, the character's Initiation Roll is further modified by the weapon's specific Initiation modifier, as listed on the Hand-to-Hand Weapon Table. When it is time for the character to make his or her attack, the player rolls the appropriate number of damage dice for the particular weapon. For example: A Klingon Soldier uses his Agonizer on a Federatiol1 Security Guard. The Klingon would subtract 1 from his initiation roll for using an Agonizer and when he got to use the weapon, the player would roll 4 dice and add them together to get the total attack made on the Security Guard.

Some H-H weapons allow the user to better defend themselves from H-H attacks. For example, a short sword in the hands of a defending character would allow him or her to add 2 to their defense roll.

The deployment range of an H-H weapon may allow him or her to make an attack without getting hit back from an opponent with a shorter deployment range. Refer to the Hand-To-Hand Weapons Table for the different weapons various deployment ranges.

Explanations of the various weaponry are found in the Equipment and Weapons List.

ADVANCED GAME HAND-TO-HAND WEAPON TABLE

WEAPON	MASS	INITIATION MODIFIER	RANGE OF DEPLOYMENT	DEFENSE MODIFIER	DAMAGE DICE
CLUB	2.0	-3	1.0	-	3
STAFF	1.0	-2	2.0	3	2
DAGGER	.3	-1	.5	2	2
COMBAT KNIFE	.4	-1	.5	2	2
SHORT SWORD	1.0	-2	1.0	2	3
LONG SWORD	1.5	-3	1.5	3	3
BROAD SWORD	2.0	-4	2.0	2	3/4*
SPEAR	1.5	-3	2.5	1	3
LIRPA	2.0	-4	2.0	1	4
AX	2.0	·4	1.5		3
MACE	1.0	-3	1.0		3
MORNING STAR	1.0	-5	1.0		4
AGONIZER	.3	-1	.5	-	4
VIBRO·BLADE	.3	-1	.5	-	3
VIBRO-BLADE	1.2	-3	1.5	2	5

*The first number is when used single-handed, the second is when using both hands.

DEFENSE MODIFIER-This is the number added to the bearer's defense roll.

RANGED WEAPON COMBAT

Ranged combat differs from the basic game in having a greater range of weapons to use in combat and in having Initiation Modifiers for the use of a particular weapon. Refer to the Ranged Weapons Table. A great range of weapons have been provided to give the player the gamut of death-dealing devices from ancient times into the far future. We have only given basic types for each category and we are sure that there are some weapons that players will feel that we have neglected. Constraints of space and time were our restrictions but the intent of the table is obvious and the dedicated player can easily fit his or her favorite weapon into the STAR TREK adventure gaming system. Some of the weapons listed are definitely intended for combat use only and would not be appropriate to a standard landing party. For example: the Phaser Rifle and the Photon Grenade Launcher only appeared once on STAR TREK, and then only in extreme situations (Where No Man Has Gone Before and Arena, respectively). The Mission Master could use restraint in what he or she allows characters to use in a particular scenario.

ADVANCED RANGED WEAPONS TABLE

WEAPON	MASS	INITIATION MODIFIER	RATE OF FIRE	ROUNDS	RELOAD TIME	MAX RANGE	RANGE/DICE				
							PB	CL	MD	LG	EX
ROCK/GRENADE	.2	-1	1	1-6	1	20	2	2	1	-	
SLiNG/AHN-\NOON	.1	-2	1	1-12	1	50	3	2	2	-	-
KLiGAT	.1	-1	1	1-2	1	80	3	3	2	1	-
SPEAR	1.0	-3	1	1	-	25	3	2	2		
DAGGER	.3	-3	1	1	1	20	3	2	1	-	-
BOW	1.0	-2	1	20	1	70	3	3	2	1	-
CROSSBOW	1.5	-3	1	20	3	100	4	3	3	2	
FLINTLOCK PISTOL	1.0	02	1	10	4	30	3	3	2		
FLINTLOCK MUSKET	2.0	-3	1	10	6	100	3	3	3	2	-
CAP + BALL PISTOL	1.0	-2	2	6/20	-/8	30	3	3	2	-	-
REVOLVER	.5	-1	2	6/18	-/3	40	3	3	2		-
RIFLE	2.0	-3	2	8/40	-2/4	300	4	4	4	3	2
AUTOMATIC PISTOL	.7	-2	2	7/35	-/1/4	50	3	3	3		-
SUB-MACHINE GUN	1.7	-3	4	30/90	-/2/6	100	5	4	3	2	
ASSAULT RIFLE	1.8	-3	2/4	30/90	-/2/6	150	4	4	4	3	
GYROJET	.6	-2	2	6/12	-/4	90	5	4	3	2	-
NEEDLER	1.0	-2	3	3/12	-/3	200	5	4	4	3	1
HAND LASER	.6	-1	2	6	-/1	50	6	4	2		-
LASER RIFLE	1.2	-3	2	8	-/1	200	6	5	4	3	1
PHASER I	.2	-1	2	9*	-/2						
STUN				2		30	3	2	1	-	
DIDRUPT				3		20	4	3	2	-	-
DEMATERIALIZE				8		10	5	3		-	-
HEAT				1		1	2	-			
PHASER II	.5	-2	2	24*	-/2						
STUN				2		90	4	3	2	1	
DISRUPT				4		60	4	3	2	-	-
DEMATERIALIZE				12		30	5	4	3	-	-
HEAT				2		2	4	-	-	-	-
PHASER RIFLE	1.5	-3	2	36*	-/2						
STUN				3		150	5	4	3	2	-
DISRUPT				6		100	5	4	3	2	-
DEMATERIALIZE				12		50	6	5	4	-	
HEAT				4		4	6	-		-	-
DISRUPTOR I	.3	-1	2	5	-/1	60	4	3	2	-	-
DISRUPTOR II	.8	-2	2	6	-/2	100	5	5	4	3	-
SONIC DISRUPTOR	1.0	-2	2	8	-/2	60	4	3	2	-	-
NUCLEAR BLASTER	.8	-2	2	5	-/2	80	6	5	4	3	-
POLICE STUNNER	.6	-2	1	6	-/2	100	5	4	3	2	-
PHOTON GRENADE LAUNCHER	2.5	-4	1	1-6	1	2000	-				

ROUNDS-These are the rounds carried in the weapon and/or carried on the person.

*This is the amount of energy the phaser carries in its power pack. When a particular effect is used, the appropriate amount of energy is removed from the pack.

RELOAD TIME-With a double entry, such as -/8, the - indicates the next round is loaded in the weapon. When there is a triple entry the second number indicates the time to load a fresh magazine in the weapon and the third number is the time to load the magazine itself. 'Stun damage points must at least equal ½ of the target's current CT or AR to stun. A stun effect may be also set at 'sweep'. The range for sweep is 4 meters, all life forms within 4 meters to the front of the firer must be rolled for as if they had been hit. The energy cost is tripled though.

No.4 is Burst fire. The weapon will expend 4 rounds and all must be rolled for hit probabilitY and impact but firing burst is increasingly inaccurate. The first shot is rolled for normally but each of the following rounds must have 1 added to the hit die roll (for example, you would add 3 to the 4th round) 4 is the minimum fire for burst but the clip can be emptied in a phase.

ARMOR AND SHIELDING

In the Advanced Game rules character's sometimes carry or wear additional protection which can lessen the amount of damage they take in combat. Refer to the ,Armor and Shielding Table for the various types of armor available. Each type of armor or shielding has a mass and an initiation modifier. When a character wears or carries a piece of armor it will reduce his or her movement according to the overall mass the character is carrying and will modify the character's initiation roll if the character will attempt to move as a part of his or her action during the phase, If a character is hit by any weapon, the armor rating of the armor or shielding will accordingly reduce the amount of hits that the character must take against their Constitution. For example: If a Star Fleet crewman wearing Flexmesh is hit by a disruptor bolt totalling 18 units of damage, the flexmesh will deflect 14 units of that damage and the crewman will only have to reduce his Constitution by 4 points.

Some tYpes of shielding have to be covered by special rules. Some armor tYpes only cover part of the wearer's body. The Mission Master must decide if the character was protected by their armor in these situations. Force field shielding also requires special rules as described below:

ENERGY SHIELD-Armor Rating 15, Mass 3.0, Initiation Modifier -2. Carried as a backpack, can be operated for 20 action phases. If the shield is equaled or exceeded, the shield loses one point of armor rating and any excess damage points are taken against the character's Constitution. The big drawback to using an energy shield if that it is ineffective against material weapons and also that it must be dropped for the wearer to fire during an action phase.

KINETIC SHIELD - Armor Rating 15, Mass 2.0, Initiation Modifier -1. Carried as a rather bulky belt, the kinetic shield is activated by the proximity of rapid material objects and partially powered by their impact. Every hit adds towards the shield's capacity. When that capacity is reached, the shield collapses. The shield may radiate away 5 points of damage at the end of an action phase. If an energy weapon hits a kinetic shield, both the weapon and the shield detonate like a photon grenade due to feedback. This is also the type of shielding used by Star Fleet instead of bars on their security cells. However the Star Fleet Security Cells have an Armor Rating of 25 and are not portable.

ADVANCED GAME ARMOR AND SHIELDING

TYPE	MASS	INITIATION MODIFIER	ARMOR RATING	NOTES
BUCKLER	1.5	-2	4	
KITE SHIELD	2.0	-3	5	
BODY SHIELD	2.5	-4	6	
LEATHER	1.5		3	
CHAINMAIL	2.0	-2	5	
PLATE ARMOR	4.0	-5	7	
BULLETPROOF VEST	1.5	-1	8	ONLY PROTECTS UPPER BODY
PRESSURE SUIT	3.0	-4	4	SPACE SUIT
ARMORED PRESSURE SUIT	4.0	-5	7	SPACE SUIT
LIFE SUPPORT BELT FIELD	.5		5	SPACE SUIT
ENERGY SHIELD	3.0	-2	15	PROTECTS FROM ENERGY WEAPONS ONLY
KINETIC SHIELD	2.0	-1	15	PROTECTS FROM MATER IAL WEAPONS ON LY
FLEXMESH SUIT	1.0		14	
KLINGON ARMOR VEST	.3		3	ONLY PROTECTS UPPER BODY

HIT PROBABILITY TABLE AND ADVANCED GAME MODIFIERS

DEXTERITY	POINT BLANK	RANGE CLOSE	MEDIUM	LONG	EXTREME
	1	2-15	16-60	61-150	151- +
1- 3	2	1	MISS	MISS	MISS
4- 6	3	2	1	MISS	MISS
7- 9	4	3	2	1	MISS
10-12	5	4	3	2	1
13-15	6	5	4	3	2
16-18	7	6	5	4	3
19- +	8	7	6	5	4

ADVANCED MODIFIERS TO DIE ROLL

1.	Attacker moving	+2	10.	Aimed fire "	NEXT LESSER RANGE
2.	Defender moving 1-5m	+1	11.	Using odd hand for fire	+4
3.	Defender moving 6-10m	+2	12.	Smoke or dust	+2
4.	Defender moving 11 or more	+3	13.	Very small target (less than .5m)	+3
5.	Attacker being fired at	+2	14.	Very large target (larger than 3m)	-2
6.	Consecutive fire@	-1	15.	Target scope	-3
7.	Target 50% obscured	·3	16.	Telepathy	-2
8.	Target 75% obscured	+4	17.	Moonlit night	+3
9.	Target 100% obscured	+6	18.	Dark night	+6

* One phase not moving or firing while aiming rifle type weapon at one target.

@ Fire made at the same target on the next and subsequent phases. Modifier is never more than 1. If the target moves, the modifier does not apply.

GRENADE TYPE WEAPONS

TYPE	MASS	INITIATION MODIFIER (THROW)	NUMBER CARRIED	RADIUS OR RANGE OF EFFECT/DAMAGE DICE		
HE GRENADE	.2	-1	1-6	2/5	6/2	
SONIC GRENADE	.4	-1	1-4	2/4	8/1	
PHOTON GRENADE	,5		1-6	4/XXX	8/6	16/2
PHASER I OVERLOAD	.2	-1	1	2/XXX	4/6	8/2
-PHASER II OVERLOAD	.5	-2	1	3/XXX	5/6	9/2
PHASER RIFLE OVERLOAD	1.5	-3	1	4/XXX	6/6	10/2

MISS LOCATION

THROWN OR LAUNCHED WEAPONS		FIRED WEAPONS		DISTANCE MISSED		
DIE ROLL	DIRECTION	DIE ROLL	DIRECTION	DIE ROLL	FIRED	THROWN
1	N	1-2	LEFT	1	.5	1
2	NE	3-4	RIGHT	2	1.0	2
3	SE	5	LOW	3	1.5	3
4	S	6	HIGH	4	2.0	4
5	SW			5	2.5	5
6	NW			6	3.0	6

0-8   CREATING YOUR OWN SCENARIOS

You are not limited to the scenarios contained in these rules, indeed you have the entire universe to adventure in. Scenarios can be devised to cover many of the various episodes of the show or you can devise your very own adventures. To create a scenario, and take the part of a Mission Master, you will need some graph paper, plenty of scrap paper, and pencils. The use of 8½ x 11 small hexgrid paper is very useful as the hexagon grid is easier to use for purposes of movement and range. An adventure can take place in any location from planetary surface to the decks of a starship. Draw a map of the area in which the scenario will take place and then fill in the map with letters or numbers to indicate areas of importance. Then on a separate sheet, list these letters to make a key where each section is described. For example: On the map of the deckplan of an alien starship there might be a room with the code-letter 'F'. Referring to the Key you would record what was in the room; "F"-A lightly sleeping Kzin with a sonic disruptor under his pillow. It is best not have more than 20 or so various aliens, traps, or special objects in a scenario and you should also keep in mind that the players you invite to play yoLlr senario have to have a chance to solve each puzzle or vanquish each monster. Also, when creating monsters, remember that creatures on STAR TREK always had reasons for doing what they did. The Horta may have killed 22 men with its acide but it only killed in defense of its young. Your creatures should have realistic motivations too. It is not enough' to just have the Gorn massacre Cestus III. They do it because the outpost is a violation of their territory, whether the humans know it or not, and the humans are invading alien monsters.

Some of the different kinds of scenario possible are listed below:

INTERSTELLAR POLICE-In various episodes, law breakers were either apprehended or dealt with, be it prison colony or stolen space ship. Similarly, various stories in the series dealt with Orion or Kzin pirates. Thus, and one assumes the Klingon Empire has similar problems, the party could be part of a team from a ship which has intercepted another vessel looking for contraband, criminals or victims. It may happen that those who seem the guiltiest are responsible for crimes beyond the immediate concern of the landing party. It should be remembered, that some people will resent and intere·with the performance of anyone playing cop, just because they don't like being bothered. One of our more popular scenarios involved a Star Fleet ship intercepting a liner carrying, among its many alien passengers and totally uncooperative crew, a small amount of the heinous drug Bloodhype. The scenario involved searching the ship for the deadly drug.

SPACE SALVAGE-In this situation, the players will be manning a ship which has come across an apparant derelict. It may have live passengers, automatic defenses, or sentients stored in deep sleep. It may not even be a true derelict, it may be manned by crazies, fanatics, pirates, helpless crew, slaves, botanical specimens, and so on. The landing party would be trying to aid the helpless, right wrongs and so forth.

WAR-From time to time, the landing party will descend from their ship only to find themselves in the middle of a shooting war. If the people involved are primitives, it may be necessary, in the light of the Prime Directive, to extricate themselves as quickly as possible. If it concerns an ally beleagured by the baddies, it may be necessary to join one side or the other. It may be necessary to merely stop the whole thing, somehow.

LANDING PARTY-This is really the basic game format, in that it seemed to appear the most often and be the most flexible. Here the players are making contact with a new world, a world conceived by the Mission Master. The participants may find the role of diplomat thrust upon them and be racking their brains for ways to wow the natives. They may find themselves face-to-face with a threat to civilization, be it tribbles or invasion. Their ship may be damaged and they are forced to scour the surface for the very necessities of life. Or they may even find themselves face-to-face with some smug race that wants to test their" right to live.

You may have realized that the players of a scenario do not have to be Star Fleet crewmembers. They could be Klingons, Romulans, or some other race. Think how nice it would be sometime to be able to solve a problem technologically and not be hampered by the Prime Directive restricting your every action. Admittedly the Star Fleet crew has the harder job, having to play by the United Federation of Planets' rules and still get the job done. But Kirk seemed to manage from week-to-week, and you can too.

Considerable ideas can be gained from the following sources:

> *THE STAR FLEET TECHNICAL MANUAL*
> *THE STAR TREK CONCORDANCE*
> *THE MAKING OF STAR TREK*
> *THE WORLD OF STAR TREK*
> *STAR TREK LOGS* 1 *TO 10*
> *STAR TREK* 1 *TO* 12 (Bantam)
> *THE STAR TREK BLUEPRINTS*
> *THE STAR FLEET MEDICAL REFERENCE*

We would like to thank Geoffrey Mandel for his considerable support and for the information provided in his series of *STAR FLEET HANDBOOKS* (New Eye Studios).

This set of rules is based on the systems developed for *SPACE PATROL* (Lou Zocchi Associates, 7604 Newton Drive, Biloxi, Mississippi 39532) and both games can be used together to make even more interesting scenarios and enter even more varied worlds of science fiction adventure gaming.

NOTES TO THE MISSION MASTER

At this point we should get into some of the points that separate the good Mission Master from the indifferent one. While this game has preplanned scenarios for the players. It should be obvious that extended play by a given group of players will soon exhaust the possibilities of these games. Thus in the advanced game there are a number of aids for developing completely unique play.

It is possible for the Mission Master to crib heavily from the episode synopsis in such standard Star Trek Works as the *Concordance* by Bjo Trimble, or consult the *Log Series* by Alan Dean Foster. But successfuly play here relies on the players being unfamiliar with the originals. In this and the basic scenarios, the Mission Master has a relatively easy job. He merely goes by the scripts of the original shows. Using the advanced systems presents its own problems. The bulk of the original episodes resolved around a mystery of some sort which needs to be cracked for the success of the mission. While in the cult adulation that resulted from the show, the character of Spack assumed supreme importance, it was in the solving of the original mysteries that made Kirk into something special. When the Mission Master seeks to create an original script, he should remember the subtility of the puzzle. He should remember that the thing that took the adventure from the show to new heights of tension, was the mystery which had to be solved.

Secondly, the dangers of the situation and the difficulties of the mystery should never be so imposing that they become invince-albe. While it may boost the Mission Masters sense of self worth to produce the inconquerable beast, it makes play frustrating for the other players. The players must have a chance to win. This does not mean that Kirk or Spack or Sulu cannot die, it means only that the antogonist cannot be unbeatable. This, of course, requires judgement with the Mission Master. If the fellow lets the players convince him that given scenario is too tough, when, in fact, they only wish to earn more points for their character, then the play will become boring to all but the hard core types. On the other hand, if the concept is indeed too tough for even the celebrated Bridge crew of the Enterprise, players will again drop out, even the serious full time players. Of similar bent, the rules allow a bit of latitude for the judgement of the Mission Master. If the Mission Master allows himself to be vindictive because of a character once lost to another Mission Master, or his love of killing overcomes his sense of fair play, then he alone can ruin a game.

But onto the details of play.

It helps to prepare maps beforehand. While the abilities of the scanners protrayed in the series are sometimes amazing in their abilities, it makes it quite difficult to surprise the party if the ship is always pegging the movements of all the life forms on the planet. While there are a number of things portrayed as muddying the picture, any that the Mission Master uses should be consistent with the rest of the scenario. It would not do to produce a pure ancient culture where Dylityium is common then have for no reason, a machine producing a field distortion effect, unless that was part of the mystery. Be consistent. The MM should try to produce simplistic maps that would be available from decent orbital photography. There should also be similar information like unusual hot or cold spots that would be available from an infraed scan. This should produce few play problems

as action in civilized areas usually takes place inside structures. If the place is well populated, it should be difficult for the scanners to separate at long range, one life form from another. The characters should have a decent idea of direction whether or not there is a rotational/magnetic north. Standard equipment in the usual tricorders alone would supply this equipment. This does not mean specific local conditions cannot present problems with the equipment, but it does mean that if there is some effect that the players, if they were really starfleet personnel, would recognize, they need to be told. It is again unfair for the MM to rely on his better knowledge of Trek Trivia or the inside workings of the rules to play tricks on the players with lesser funds of knowledge. Also, if a particular form of equipment is bothersome to the Mission Master's play, he should design in a system to relieve the players of the special equipment. When the players come across a given piece of equipment,the mission master must decide of the Star Fleet or Klingon personnel should normally be familiar with it. If it is something of recognize-able alien manufacture, it should be described as such.

While there are random generation systems, the Judge (Here come de'judge), should save the game time by pre-using the tables. Generate the things beforehand. If, as some of our players in the past have, you wish to have things wander in at random, generate the order of appearance beforehand and then just roll to find when it enters.

One of the continuing problems the Mission Master is going to suffer from is the statements of the players. While on rare occassions the players will out think the Mission Master's systems, more usually the players will want to take something back. In this case we must insist on an inflexible rule. Anything the player says will be held against him. If the player, angry at another's stupidity says: "I shoot that stupid jerk." He is shot! Even if this means that the character may gain the bonus of solving the problem of the mission but return home to a court martial. Likewise, anything unstated is undone.

It is insufficient for the player to state that he would like to shoot that raving gO-foot tall wart hog he gets down unless he actually shoots the thing. Of, by extention, the Mission Master does not volunteer answers to questions that are not asked. If commonly available (in the frame of a Star Trek personage) information is there it must be stated by the MM for those who may not be so familiar with Star Trek. But suppose that Spock was using the semi-sentient talking computer of the ship systems to scan an area. He asks for the computer to report any relevant dangers. It would be asking too much of the computer to understand Spack's unreasonable fear of the Groopies at a Star Trek convention. Thus, unless our favorite vulcan asked, the computer would see no reason to mention his adoring fans waiting in the landing area.

Above all, remember, this is a do-it-yourself Star Trek Episode. If, as a Mission Master, you fail as a scriptwriter, people will not like your show and you will get cancelled. So, cheat, use all the tricks the writers did in the original. When things get too slow, throw in a disaster. Make an adventure! Do not forget Humor, Pathos, Drama and all that stuff. But make an Adventure.

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A STAR TREK Scenario Report

Kɪʀᴋ Oɴ Kᴀʀɪᴛ 2

R. BARGER '78

by Emmet F. Milestone

At a time prior to imposition of the Organian Peace, the United Federation of Planets and the Klingon Empire are enjoying a period of cold war instead of their regular open hostilities. Reports have filtered back to Star Fleet Headquarters concerning some unusual activities in one of the outlying sectors of the frontier, and the high command suspects the Klingons of perfidiously exploiting the precarious truce to their own advantage.

The Enterprise *has been sent out with orders to investigate the situation, and to discourage the Klingons from trying any monkey business, but the voyage is uneventful until the starship reaches Karit II, a small earth-like planet near the edge of the galaxy. Here, routine scans show the presence of billions of life-forms and indicate unusual geological disturbances in progress. Spock runs a more detailed scan, pin-pointing the source of the disturbances, and learns that the world will be destroyed within twenty-four hours if nothing is done to save it!*

So began the *Star Trek* scenario I ran for a few friends at DunDraCon IV. A couple of weeks before the convention, some old dungeon-mates of mine let me know they were coming out to the Bay Area for the weekend of the con, and some other friends, who were Trekkies but not gamers, were expressing interest in finding out what role-playing mania is all about, so I picked up a copy of Heritage's *Star Trek* rules and started developing a game. The first thing I had to do

was to digest the rules, which were written by Michael J. Scott and comprise a forty page, 8½"x11" booklet.

The *Star Trek* adventure game is divided into three sections, a set of basic rules, a pair of scenarios, and about twenty pages of information charts and rule expansions that allow for more advanced play. The basic rules are just what the work implies ... basic .. , but they are complete. They were deliberately written on a simple level, since Heritage intends these rules for newcomers to the hobby, but the author has eliminated much of the guesswork found in earlier RPGs as to how the parts fit together. A section on preparing to play and explanations of the six very familiar characteristics opens up the basic segment of the rules, followed by movement, hand-to-hand, and ranged combat rules, a sequence of play for the "action phase," and a list of twenty personalities along with their characteristic values. This segment also includes some brief descriptions of *Star Trek* equipment and an example of play. The Advanced segment contains rules for creating original characters, a list of lifeforms and their characteristics from the TV series, advanced combat rules, and a more extensive list of equipment.

The scenario presented in the book didn't inspire me, since their plots seemed very limited in scope compared to the average *Star Trek* episode, and I knew that some of my players would be savy dungeoneers who could breeze right through the given situation. I was going to have to be inventivel

Kirk has Spack run a survey scan of the space surrounding Karit II. The sensors show the presence of a Klingon scout and an entirely alien vessel which appears to be a derelict from its utter silence on all the EM bands. Kirk decides that investigation of the geological disturbances has top priority, so he leaves Scotty in charge of the Enterprise *and beams down to the planetary surface with Spock, McCoy, Lt. Uhura, and four security guards. The landing party materializes in front of the only entrance to a huge white dome.*

As the people of the starship accustom themselves to the new environment of Karit II, the great double doors of the dome burst open and a group of figures comes flying from within. Three giant humanoid insects are obviously pursuing the lead entity, an orange floroid resembling a carrot, all using jump harnesses. The insects open fire with their disruptors and scorch the plant-man, who dives for cover.

I wanted to play the game with miniature figures, since their visual appeal adds so much vitality. I could only afford a couple of packages of Federation figures and an equal number of Klingons at the time, so I pulled some *Star Guard* miniatures from my shelves and an idea for the scenario began to crystallize. The first figure that came to hand was a Terrellian I had painted to look like a carrot as a joke. I thought it would make a good NPC, but I needed some more heavies too. My attention wandered across to a horde of Dreenoi. What

9

could be heavier than swarms of the all-devouring insect warriors? I got busy writing stats.

KARITAN ALPHA

Strength	11
Dexterity	12
Luck	16
Mentality	12
Charisma	12
Constitution	16

Equipment
  Disruptor
  Jump Harness
Class 0 Hand-to-Hand
Plus 0 to Initiation
Plus 0 to Hand-to-Hand

DREENOI BRAIN BUG

Strength	8
Dexterity	6
Luck . . . .•9
Mentality	15
Charisma	14
Constitution	13

Equipment
  Disruptor
  Jump Harness
Class 4 Hand-to-Hand
Minus 3 from Initiation
Plus 0 in Hand-to-Hand

DREENOI WARRIOR

Strength 17
Dexterity	6
Luck	7
Mentality	9*
Charisma	3
Constitution . . . .•. 13

* If Brain Bug is dead, warrior Mentality is only 3.
Equipment
  Disruptor
  JumpHarness
Class 3 Hand-to-Hand
Minus 3 from Initiation
Plus 5 in Hand-to-Hand

The members of the landing party, good Scouts that they are, come to the aid of the underdog and bring down the Dreenoi with Phaser-fire. After Doc Mc-Coy uses his medical scanner and medikit to repair the plant-man's damage, Captain Kirk interrogates the alien through Lt. Uhura and her universal translator. Ages ago, an alien race terra-formed Karit " and set up a genetic experiment to observe the evolution of intelligence in hypocotyl radicles. Instead of maintaining a constant vigil over the experiment themselves, the aliens accelerated the evolutionary process for a select group of the plants and left them charge of the Planetary Geological Control Computer. Even though the original experimenters are now long gone beyond recall, the elite group of Karitans were able to maintain healthy conditions on their planet for the benefit of their non-sentient relatives until a short time ago, when intruders came down from the sky, bringing death and destruction. The intelligent Karitans had believed them to be the original creators Karit II and welcomed them with open arms, but the aliens responded with open mandibles, and now Alpha is the sale surviving sentient Karitan. The Dreenoi have made their way into the Planetary Control Dome where they've found the electrical insulation and computer chips to be particularly delectable, playing havoc with the planet's stability.

Captain Kirk is for plunging directly into the dome and saving the planet, but the Karitan warns him that it won't be an easy thing to do. Traffic within the dome is regulated by a systems of computer controlled, one-way pass-walls and transport rooms which the Dreenoi have also put out of whack. Even with Alpha's guidance, simply moving through the interior of the dome will be uncertain and dangerous.

The fact that the game was intended only as a single scenario, and not as the setting for an extended campaign dictated that the "place of mystery" would have to be fairly simple, so I went through my file of old dungeons looking for a suitable floor-plan. Two-and-a-half years ago, I drew up a small map-maker's puzzle which I called the Hole of the Lost, and it seemed most appropriate. It was composed of five identical and two odd "room-passage complexes" linked by one-way pass-walls and random teleport rooms in such a way that adventurers could hardly ever tell exactly where they were. My secret reference map is on a single sheet of graph paper, but none of my players have ever been able to discover the dungeon's true extent. I drew up a new population sheet and converted the Hole of the Lost into the Karit II Planetary Control Dome. For added color, I drew floor plans of the *Enterprise's* bridge and transporter room on sheets of graph paper at a scale of five feet to the inch.

The scenario, as it was shaping up in my mind, suggested three possible objectives that the characters could go af-

ter inside the dome. The most important, of course, would be the Geological Control Computer, so I located this device in the least accessible room. The other objectives were the Dreenoi Brain Bug, whose death would render the marauding insects ineffective, and the Transport Control Computer, which would eliminate the uncertainty of using the transport rooms if it could be repaired. I placed these secondary objectives in the next least accessible rooms in different parts of the complex. I then used standard populating techniques to distribute groups of Dreenoi warriors and Klingons throughout the dome.

The party from the Enterprise *arrives in front of another shut door, and again Spack's tricorder scan indicates the presence of life-forms in the room beyond. Expecting yet another squad of insect warriors, Kirk orders the security guards to charge in as soon as the door opens, Phasers blazing!*

The guards dash in to a dimly lit hall containing many pillars and open fire on the figures they see among the columns. By the time the Federation personalities get into the room, a ,gun battle is raging between their own force and the first band of Klingons encountered during the adventure. Caught by surprise, the Klingons are at a disadvantage, and are reduced to a female lieutenant and a wounded soldier before Kirk can bring the fighting to an end.

The officers of the Enterprise *attempt to question the Klingon soldier, who remains surly and unco-operative, but the interrogation of the woman is a different matter. Smitten by Captain Kirk's charm, she falls in love with him and volunteers everything he wants to know. The Klingon high command had also received reports of irregular activities on the frontier and had sent the scout ship to investigate, suspecting the Federation of some devious maneuver. Neither side had encountered the Dreenoi before Karit II, and the Klingons would have joined forces with the Federation to combat the alien menace if they had been approached peacefully. McKoy asks Kirk if he's okay, while the captain contemplates explaining to a review board why his men shot down the leading officers of a temporarily friendly vessel.*

The Klingon soldier still refuses to co-operate, so his hands are bound and the party continues on its quest for the Geological Control Computer.

For a week before the game was played, I was fairly careless with Klin-

gon figures and information while I kept the Dreenoi miniatures and stats carefully out of sight. I wanted to build an authentic suspicion of the Klingons in the minds of my players, and spring the true enemy on them as a surprise. Unfortunately, my ploY worked too weill If I had been a screen writer instead of game-master, things would have turned out differently (after the commercial) by a hair's breadth, but TV is TV and games are games.

Apart from the fact that the *Star Trek* adventure game leaves out any rules governing space flight and operation of the *Enterprise,* its most glaring omission is its lack of provision for the romantic entanglements the characters inevitably get into. I drafted the following rules to spice things up.

FALLING IN LOVE

When a personality character meets a strange personality character of the opposite sex for the first time, a Romance
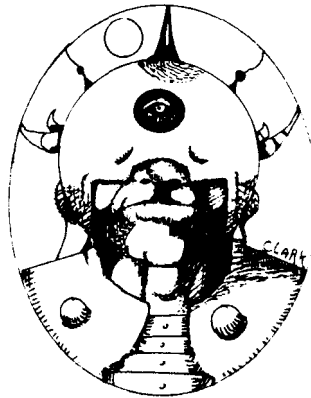
Roll must be made for each of them. Romance Rolls are made in accordance with the following procedure:

1. Romance Rolls are made in order of the characters' Charismas, with rolls for the highest characters being made first.

2. The player rolls 4D6 and adds his/her character's Luck modifier. If the sum obtained is less than the Charisma of the opposite sex, the first character has fallen in love. Note that Kirk has no luck in love, so his Luck modifier is never added in a Romance Roll.

3. A character will not fall in love with more then one character of the opposite sex during the course of a single adventure.

4. If, during the course of a single adventure, a character of one sex has already fallen in love, the game-master rolls 1D6. A score of three or more indicates that no more characters of that sex will fall in love during the scenario, except as the result of a successful Pass.

MAKING A PASS

When one character is in love with another character, the first character will try to make a Pass at the beloved character as soon as a convenient opportunity arises. Passes are made in accordance with the following procedure:

1. The player announces that his/her character is making a Pass at the beloved and rolls 1D6. The player then adds the character's Charisma and Luck modifiers to the die score.

2. The player controlling the beloved character rolls 1D6 and adds the character's Mentality and Luck modifiers to his/her die score.

3. If the number obtained for the beloved character in step 2. is less then the number obtained for the Passing character in step 1., the Pass is successful and the beloved character falls in love with the Passing character.

4. Note again that Kirk never luck in love, and can't add his Luck modifier to these scores either.

5. Passes can be made by characters who are not in love in order to achieve their own ends.

Our party of adventurers fights its way past several more groups of Dreenoi warriors and finally arrives at the Geological Control Computer. While the others provide cover, Mr. Spack applies his uncanny expertise to repairing the damaged machine. With only seconds to spare, the Vulcan save the lives of billions of carrots!

Star Trek rules and figures are produced by Heritage Models, Inc.; 9840 Monroe Drive, Bldg. 106; Dallas, Texas 75220

Star Guard rules and figures are produced by McEwan Miniatures; 840 West 17th South; Salt Lake City, Utah 84104

Star Trek Blueprints are produced by Ballentine Books; a division of Random House, Inc.; 201 East 50th Street; New York, New York 10022

ALF KLOSTERMAN
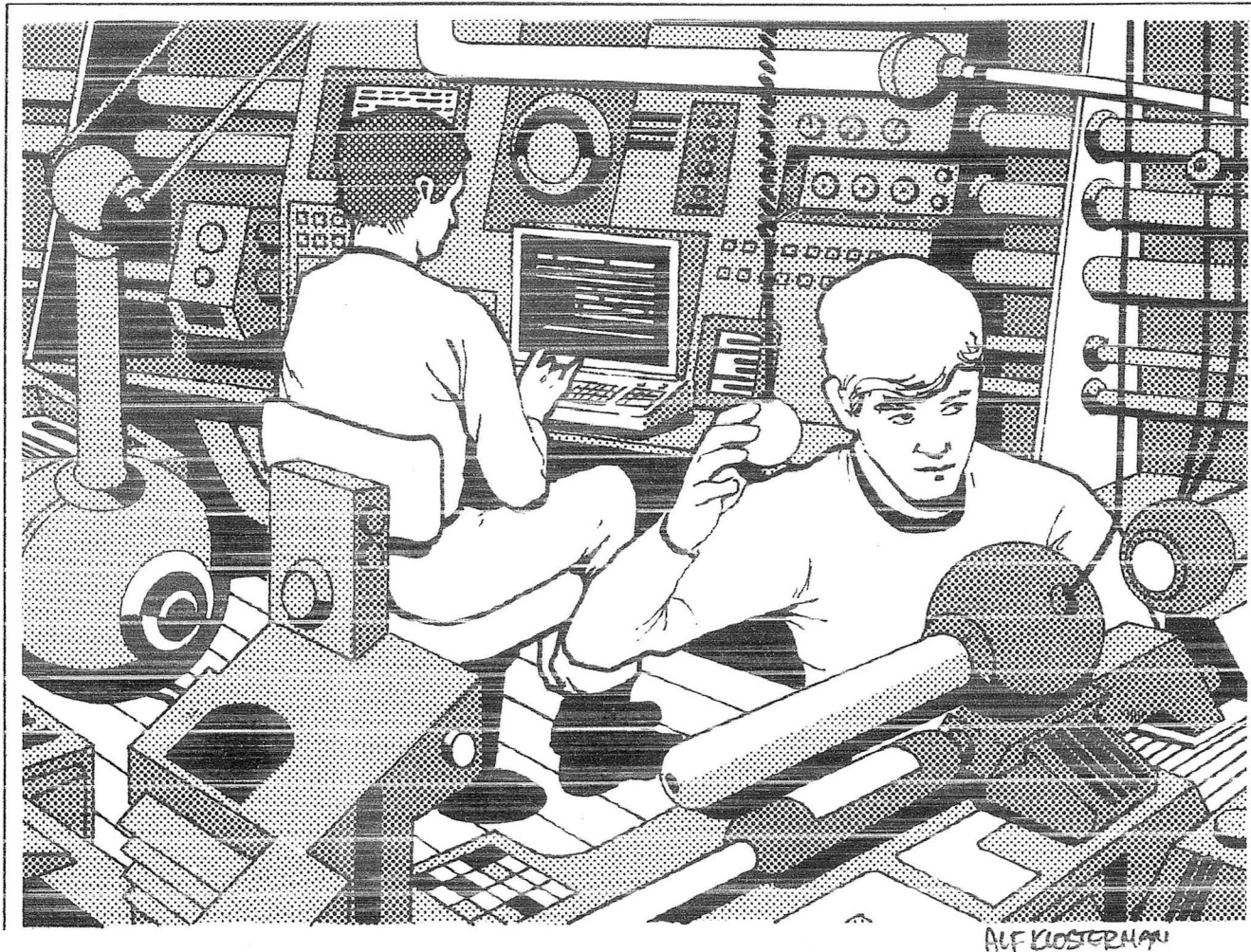
STAR TREK

By Paul Montgomery Crabaugh

Beyond The Final Frontier

Written to supplement Star Trek: Adventure Gaming in the Final Frontier *role-playing rules, this variant covers a wide range of topics including Experience, Skills Aging, Salaries, Price Lists, The Referee's Rofe, Chain of Command, and World Generation.*

S pace exploration is a neglected subject in role-playing games. Exploration is not a major subject in *Traveller,* which is oriented towards space travel, economics, politics, and high adventure in the *Foundation/Star Wars* tradition. *Space Quest* goes after very commercial exploration, not exploration for the hell of it (curiosity). *Star Probe/Star Empires* IS not an RPG and also tends to go after economic exploitation, open warfare, and politics. *Starships* & *Spacemen* has no clearly defined focus and tends to be whatever the referee makes it.

Thus I held out fond hopes for *Star Trek: Adventure Gaming in the Final Frontier* (or simply *The Final Frontier*). After all, *Star Trek,* despite its frequent excursions into power politics and warfare, was essentially a "lets see what is over there" adventure.

The game had other potential advantages, especially to beginning referees. The background material is well known and already created. Literally hundreds of stories exist to draw scenario ideas from. Perhaps best of all, the players can't simply waltz off in the wrong direction after the referee spends hours on creating a scenario. If Starfleet orders them to go to Beta Idioticus-6, the players have to do it, by god, or face court-martial.

However, It turns out the game has a problem. Nothing, is wrong, exactly, It just wasn't enough. There are no mechanisms for fleshing out what a player does with a character after leaving Starfleet Academy. Unless the players confine themselves to the provided *Enterprise* characters, they face large gaps.

Hence I wrote this article. I used as sources the most common references: the *Starfleet Technical Manual.* the episodes themselves, including the cartoon ones, and sundry other bits and pieces, such as the *Star Trek Blueprints.*

I did not use *Star Trek — The Motion Picture,* Not that I didn't like it — I loved it! But between 1969 and 1979 a vast mythos grew up, based on animated episodes, original novels, Alan Dean Foster adaptations (James Blish did comparatively little tampering in his work), and so forth. Much of this material, providing the richness and diversity of background needed for role-playing games, was passed over, ignored, or simply denied in *ST- TMP.* While a game based on just Gene Roddenberry's original vision, the three live seasons of TV episodes (or perhaps even only the first two), plus *ST-TMP,* would be fascinating, it would not be *The Final Frontier.*

PlAYER·CHARACTERS

Congratulations! You have just graduated from Starfleet Academy. You are no longer a Cadet, you are an Ensign. Now what do you do?

Start by looking at yourself. What shape are you? If your referee allows players to simply choose their species, fine. However, since this can quickly lead to almost no non-human, non-Vulcan crewmembers (human for familiarity, Vulcan for superiority), use the Crew Member Species Table:

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CREW MEMBER SPECIES TABLE
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Race	0100	Race	0100
Human	01-70	Edoan	95-96
Vulcan	71-76	Tellarite*	97
Andorian	77-91	Skorr	98-00
Caiten	92-94		

The Tellarites are needlessly argumentative and divisive, and I suspect that not many will be able to get along in a cooperative venture like Starfleet.

EXPERIENCE AND RANKS

Now that you know what you are, why are you an Ensign? Because you have no experience points, of course. Experience points, you cry? Yes, we now have an experience

point system. Your rank depends on your experience points. Your responsibility, salary, and skills depend on your rank.

Normally, any large increase in EP, large enough to result in a promotion, will result in no more than that.

TABLE OF RANKS

Rank	EP	Max. Responsibility	Crlmo. Salary	Bonus
Cadet	0	none (NPC only)	100	0
Ensign	0	shuttle/landing party	500	206
Lieutenant	1000	shuttlellanding party	1000	010
Lt. Commander	10000	transport/scout	2000	08
Commander	25000	scout/destroyer	3000	08
Captain	50000	starship/dreadnought	5000	06
Fleet Captain	75000	starship/dreadnought	6000	04
Commodore	100000	above and/or squadron	10000	04
Rear Admiral	250000	squadron/fleet	20000	04
Admiral	500000	fleet	25000	04

Although officers under the grade of Captain may be granted their own ships, they more often serve as officers under a full Captain. Starships and Dreadnoughts are never permanently assigned to any officer with a rank less than Captain. Any officer attaining the rank of Captain must be assigned a ship. With Starfleet's energetic notion of a Captain's duties, casualties leave many openings for ship commanders.

Notes: Fleet Captain is largely an honorary rank, a type of junior assistant flag officer; however, it is definitely a rank, and a Fleet Captain may give legal orders to any Captain, regardless of the relative seniority. (As with most military organizations: when two officers *are* of the same rank, the one with more years of experience at that rank is the commander.)

There is an 'invisible' rank in the table: Starship Captain. Although a Captain is technically just a Captain, there is a certain mystique about the commanders of the great Starships, the backbone of the Starfleet. Dreadnoughts are considered a sort of 'improved Starship' in this regard. Theoretically a Captain may assume command of a Starship upon attaining the rank of Captain, i.e., at 50000 EP. In fact, very few officers are given Starships until they attain at least 60000-65000 EP. Once appointed to Starship command, an officer is never asked to command any lesser vessel; an officer unable to deal with the admittedly overwhelming responsibility of Starship command will generally be transferred to a staff position, asked to resign, or (in extreme cases) be dismissed.

All the ranks and information presented are for line officers. Staff officers are rarely found in the field. and rarely do well, lacking the cultivated independflnce and resourcefulness of a line officer. Staff officers eventually, upon attaining the rank of Commander or higher. assume command of Starbases, outposts, and so forth_ Player-characters will never be staff officers, unless transferred to such a position by the whims of the referee.

Now, about experience points ... these are awarded for performing certain actions in the course of duty. Some EPs are awarded for failure; although Starfleet does not actually reward failure, a character will learn from it, and the character's subsequently-improved performance will be noted.

Repeated, disastrous failure, of course, will result in anything from reprimands (remember the associated 100EP

penalty) to court-martial and dismissal. Adjustments should be made by the referee for circumstances. Except for the 1 EP/day of service entry, all EP awards are split among all immediately-involved personnel. Leaders get a 10% bonus.

Example: Should an Ensign, through some miracle, single-handedly save a Dreadnought and her entire crew, during the Ensign's normal departmental duties, and being counted as leader, the EP would be calculated as follows:

Dreadnought Crew Departmental Duties Officer

$$[7500 + (500 \times 20)] \times 1.2 \times 1.1$$

or 23100 EP (see table below to figure out EP). However, rather than being miraculously jumped to Lieutenant Commander and placed in command of a Scout, the character would receive just 1000 EP and a promotion to Lieutenant. As well as, probably, a medal or six and a great deal of respect.

EXPERIENCE POINT AWARD TABLE

Task	Experience Point Award
per day of active service	1
per life saved	20
per life lost	5
ships saved:	
shuttlecraft	200
transport	2000
scout	2500
destroyer	3000
starship	5000
dreadnought	7500
per successful first contact	1000
per failed first contact	100
departmental duties	+20%

BONUSES AND SKILLS

The 'Bonuses' column of the Table of Ranks needs some explanation. Upon attaining a given rank, a character receives one or two (as specified) dice of bonus points for their attributes. Don't reach for the dice yet. Each die must be applied totally to one attribute. If this results in a score exceeding the racial maximum for that attribute (18 plus any modi'fiers listed for that species), the excess is lost.

Additionally, the points may be used to 'buy' skills from the Special Skills Table. The character reduces the amount of the bonus die or dice by the required amount and applies the remainder to anyone attribute. An Ensign may reduce either or both bonus dice by any amount in order to buy a skill:

Example: An Ensign who rolled '3' and '5' for his bonus elects to buy a specific skill. This costs 6 points; the Ensign may reduce the first roll to '0' and the second to '2' in order to buy the skill, or the first to '1' and the second to '1,' or whatever, and apply the remaining amount of both dice norrnally.

The Hand-to-Hand weapons class is initially rolled for on D6: 1-3 is HTH-0, 4 is HTH-1, 5 is HTH-2 and 6 is HTH-3. At each promotion, there is a 10% chance that HTH class will increase by one. In addition, the expenditure of six bonus points will buy an extra level of HTH skill, as if it were a special skill.

Special Skills: Starfleet expects its officers to be at least acquainted with all aspects of running a warship; the Academy gives a Cadet a broad background to function well in any department or position. However, each officer ineVitably develops fields of specialization, and will tend to gravitate to positions requiring that skill.

Ali Ensigns (before applying bonus dice rolls) receive one special skill for each 3 points of mentality, rolled from the table below. Bonus points may be used to buy special skills; to buy a specific skill, the character must expend six bonus points. It is less expensive to buy the right to roll once on the table, which costs four points. Repeat occurrences of a given skill should be noted, and the increased knowledge of that field indicated.

Finally, a character, upon promotion, has a 5% chance, for each skill already known, to acquire an increase in understanding. The referee should take into account both fields and degrees of learning in determining whether a character knows or can do something during a scenario; lack of appropriate knowledge should not be penalized, in view of Starfleet's 'jack of all trades' approach to educatioll.

SPECIAL SKillS TABLE

06/06	Ski!!	06/06	Skiff
1/1	Electronics	4/1	Physics
1/2	Computer	4/2	Chemistry
1/3	Warp Drive Theory	4/3	Psychology
1/4	Impulse Drive Thry	4/4	Sociology
1/5	Generator Theory	4/5	Communications
1/6	Sensor Theory	4/6	Information Theory
2/1	Instrumentation	5/1	Ecology
2/2	Navigation	5/2	Bacteriology
2/3	Tactics	5/3	History
2/4	Strategy	5/4	Linguistics
2/5	Political Science	5/5	Diplomacy
2/6	Economics	5/6	Anthropology
3/1	Ship Design	6/1	Life Support
3/2	Weaponry	6/2	Antimatter Theory
3/3	Contact Theory	6/3	Planetology
3/4	Logistics	6/4	Metallurgy
3/5	Astronomy	6/5	Exotic Survival
3/6	Biology	6/6	Transporter Theory

SHiPBOARD ASSiGNMENTS

Now that your Ensign exists and knows something useful, where is he/she/it assigned? Lets consult the Personnel column of the Ship and Personnel Table. (The Type column is mostly for the referee's use, during encounters; the two columns are different because the ship crew sizes are different.)

SHIP AND PERSONNEL TABLE

Ship	Type	Personnel
Starship	01-36	01-50
Destroyer	37-50	51-59
Scout	51-60	60-66
Transport	61-95	67-92
Dreadnought	96-00	93-00

Transfers are allowed, but frowned upon, and may not occur within one year of assignment to a ship, except as a result of a request by the Captain, or of a special hearing board convened by request of the transferring officer; the officer must demonstrate to the hearing board that some extraordinary cause exists, or suffer a reprimand, which causes the loss of 100 EP. This can be sufficient to drop a character in rank (although an Ensign wili be dismissed rather than reduced to Cadet); bonus points are not lost. nor are skills. Attaining the lost rank again does not cause still more bonuses or skills to be gained. Most Captains will grant any reasonable request for a transfer.

The exact ship which a character will be assigned to must be determined by the referee, from the list in the *Starfleet Technical Manual,* by preference.

DEPARTMENT ASSIGNMENT

Upon assignment to a ship, a character will be assigned a department (use the Initial Department Table). The character will be given a post and a watch as well. The exact post is up to the referee; there *are* three eight-hour watches per day normally, with one watch on duty, one resting and one asleep. During Yellow Alert, the resting watch comes on duty; during Red Alert, all three watches are on deck.

The normal condition has no specific name; the phrase "Situation Green" is an unofficial code for "Situation not Green but I don't want them to know that." An alert called without a color involves just the normal operating watch, but with personnel moving to more critical posts. Double Red Alert is a Red Alert with personnel concentrating only on the most essential posts; it also indicates that the ship is in great danger. A Battle Stations alert is automatically considered a Double Red Alert, with crew positioned to maximize combat effectiveness. Each character should have a clearly-defined post for each of these states.

Post mobility is encouraged, so characters will quickly leave their initial positions for positions more suited for their skills. It should be noted that officers assigned to the Command Department function as aids, yeomen, and so forth; this department is considered to be something of an elite privilege and is much sought-after; however, positions are rarely open.

It is assumed that player-characters are the most energetic, motivated, and promising of a very energetic, motivated and promising lot; they will therefore tend to drift into bridge positions, especially during the First Watch - traditionally the Captain's watch.

INITIAL DEPARTMENT TABLE

%Roll	Initial Department	%Roll	Initial Department
01	Command	33-45	Medical
02-03	Helm	46-76	Engineering
04-05	Navigation	77-79	Communications
06-13	Ordnance	80-00	Security
14-32	Sciences		

AGING

Since Starfleet has recently repealed the mandatory retirement system, characters will not be retired for simple aging; however, if they become unfit for the further performance of their duties, they may be transferred to staff positions. It should be noted that Commodore April, who first questioned the mandatory retirement policy, remains on line duty despite being clearly no longer capable of physical acts he could once perform; since, as a Commodore, he commands squadrons of ships and rarely needs to join a landing party, he is deemed to be capable of fulfilling his duties.

For each species there is a critical age, beyond which the slow decay of faculties begins. The age is different for each species, and in all species is five years higher for females. Each year after passing the critical age, a character loses one point off a random attribute. When an attribute goes to zero, the character is dead of old age.

CRITICAL AGE TABLE

Species	Critical Age
Human	45
Vulcan	60
Andorian	40
Caiten	50
Edoan	45
Tellarite	40
Skorr	35

Note that species bonuses and promotion bonuses will tend to alter life expectancy somewhat.
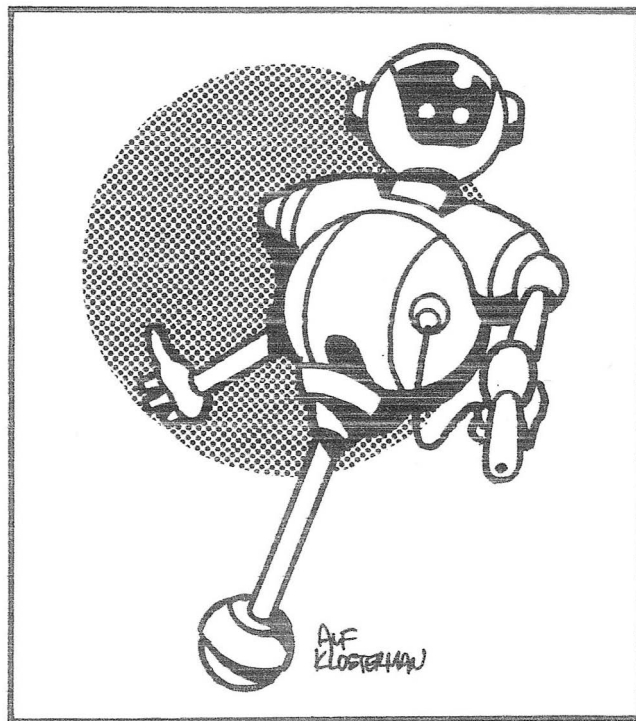
SALARY

Now that you are earning a regular salary, what are you doing with it? Probably nothing; the game tends not to encourage spending, speculation and so forth. But, to provide a notion of how wealthy you are, we have provided the following Price List of things commonly available to the public and their cost in credits, plus some other, less common items for comparison.

It should be emphasized that, unlike most RPGs, characters in *The Final Frontier* are not expected to buy their own equipment; equipment will be issued to them when they need it. Typically, this means Phaser-2 for landing parties on unknown worlds and Phaser-1 for shore leave or worlds with an aversion to personal weaponry, Each landing party will usually have one or two tricorders as well.

Other equipment is issued only for unusual circumstances. Senior officers (Lieutenant Commander and up) may draw out whatever items they desire - within reason. However, for example, a Starship Captain who never leaves the ship unless he or she is armed and armored like a cross between a Mobile Infantryman and a Jedi Knight will suffer a loss of charisma due to suspected cowardice.

THE REFEREE'S ROLE

The referee has two primary tasks: creating the ship the player-characters are on, and creating the scenarios they run through.

The type of ship has already been determined, from the Ship and Personnel Table. The name can be determined by selecting one from the appropriate page of the *Technical Manual.* The predominant race of the crew may be rolled, if desired, on the same table.

Starfleet places considerable emphasis on standardization of ship design, thus a simple scrambling of the *Enterprise* plans will produce surprisingly accurate results.

CREATING THE SENIOR STAFF

The senior staff will have to be created from scratch, since the player-characters are initially too low in rank to be important to the ship.

There are eight major staff positions, representing the eight major departments; Ordnance is considered a sub-department of Engineering. Each major department has a department head or Chief. The command Department has two officers of importance: the Captain and the Executive Officer. To determine the rank of each of these people, consult the following table:

RANK POSITION TABLE

Bridge Position	Lieut	LtCmdr	Cmdr	Capt	FCapt	Comm
Captain"		1	2	3-4	5	6
Engineering	1	2-4	5-6			
Medical**	1	2-4	5-6			
Helm	1-3	4-5	6			
Navigation	1-3	4-5	6			
Communication	1-2	3-4	5-6			
Security	1	2-4	5-6			
Exec Officer***	1	2-3	4-6			

*On Starships. Dreadnoughts, never less than full Captain,
**never in chain of command.
"*"never less than any other officer.

The department heads are also normally the Bridge officers during the First Watch, although this varies as the Captain puts promising young officers on' his Watch to examine them. Captains of ships massing less than a Starship are never higher than the rank of full Captain. This implies that Fleet Captains and Commodores may never command any ship but a Starship or Dreadnought.

ATTRIBUTES

Attributes for staff officers are rolled on 3D6, plus one bonus die of 1D6 for each level of rank above Ensign and below Commodore; each bonus die is applied entirely to one random attribute, with excesses over species maximum being lost. The Hand To Hand class is rolled as for new characters, but with a die-modifier of +2, Each staff officer also gets one special skill (and every other one thereafter) as appropriate to the officer's staff position (e.g., the Chief of Communications, with four special skills, gets Communications skill with one level of extra understanding). Remaining skills are rolled randomly. For the Captain and Exec, aii skills are rolled randomly.

SPECIES AND SEX

The species of the officer depends on the post, rolled below. In ships of predominantly one species, the referee's
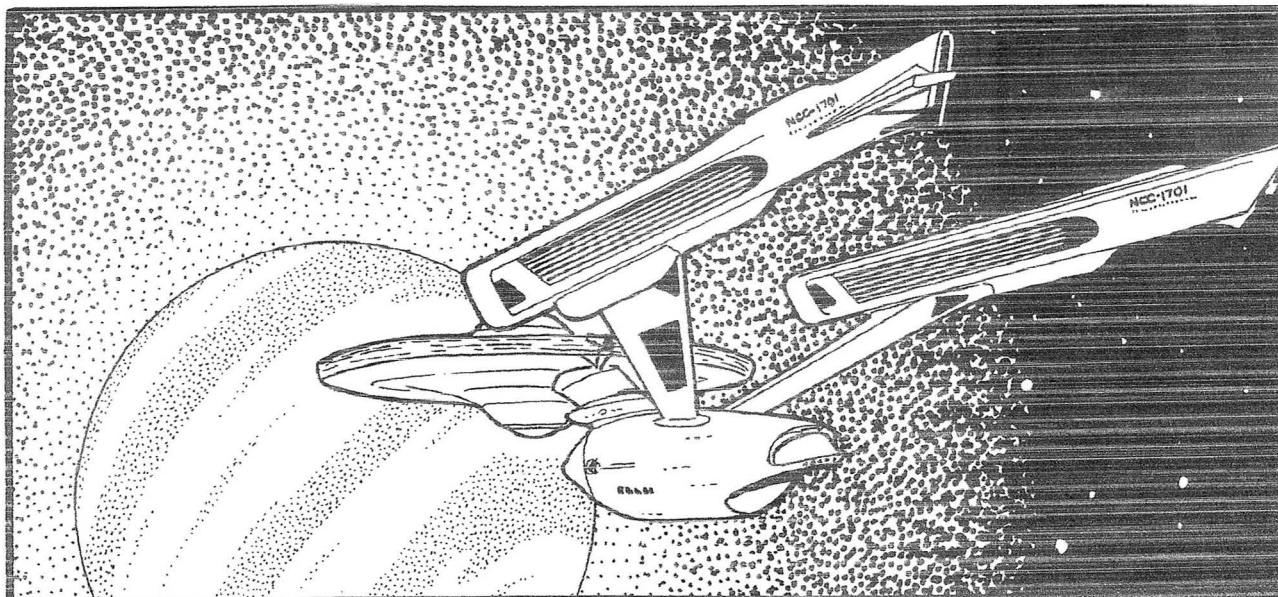
choice determines whether the senior staff positions are of that species or rolled.

POSITION AND SPECIES TABLE

Position		Hum	Vul	Andr	Cait	Edo	Tel	Skor
Captain		01-70	71-80	81-88	89-91	92-94	95	96-00
Exec Off		01-60	61-75	76-85	86-88	89-91	92-93	94-00
Sci Off	1	01-60	61-82	83-90	91-93	94-96	97	98-00
Eng Off	2	01-60	61-70	71-80	81-85	86-90	91-95	96-00
Med Off		01-50	51-75	76-83	84-88	89-93	94-95	96-00
Helmsmn	3	01-45	46-55	56-65	66-75	76-85	86-90	91-00
Navigator	4	01-40	41-50	51-60	61-70	71-80	81-90	91-00
Camm	5	01-50	51-60	61-70	71-80	81-90	91-95	96-00
Security	6	01-40	41-45	46-65	66-70	71-75	76-85	86-00

25% chance Executive Officer has second major staff position if so, roll 06 to see which, above.

The sex of the major staff officers is rolled as an even chance for male and female. This procedure may be followed in generating player-characters as well.

CHAIN OF COMMAND

The chain of command starts with the Captain and goes through the Exec (or First Officer); after that, it generally goes by rank and then seniority of the First Watch Bridge Officers, since they are the ones who have to take command in emergencies. Higher ranking or more senior officers may be on the ship, but during a crisis they are in no position to give orders, Also, the officer who currently is in command may be virtually anyone on the Bridge; Captaincies tend to rotate between their Bridge officers when they leave someone in charge, so that all Bridge officers have at least some experience with command duties.

SCENARIOS AND PLANETS

Scenarios generally take place on planets. Although some scenarios require a certain type of planet, others can work equally well on a wide variety of worlds, so the referee may wish to randomly create a world rather than spend a lot of effort creating one from scratch. In addition, if the referee is short on scenarios, a randomly-rolled world may suggest a scenario.

WORLD GENERATING

A planet's diameter is the first thing to be rolled for. It is equal to (1020 x 1000) + 101000 kilometers.

Using the diameter as a base (in kkm, kilokilometers, or 100's of kilometers), the atmosphere is then rolled.

PLANET DIAMETER AND ATMOSPHERE TABLE

	Diameter (kkm)			
Type	0-4	5-9	10-14	15+
None	1-6	1-4	1	1
Trace	7-9	5-7	2-3	2
Attenuated	10	8-9	4-5	3
Thin (M)		10	6-7	4-5
Standard (M)			8-9	6-7
Thick (M)			10	8-9
Oppressive				10

(M) indicates breathable atmosphere', hence Class M world Examples: None = Luna; Trace = Mars; Attenuated: respirators needed; Thin Standard, Thick: Class M planets; Oppressive: lifebelts or more required.

Surface water percentage depends on the planet's diameter (in kkm) times 5, plus 1020 if the atmosphere is thick, minus 1020 if the atmosphere is thin. If the atmosphere is attenuated, the percentage is 1020. If the atmosphere is oppressive, the percentage is 10100. All other atmospheres have no surface water at all.

Temperature is determined by a roll of 1010: 1 is frigid (sub-zero C); 2-3 is cold (1-10 C); 4-7 is temperate (10-30 C); 8-9 is warm (30-40 C); 10 is hot (40+ C).

Population depends on whether the planet is class M or not, plus a random factor:

POPULATION TABLE

Class M	Other	Population	Class M	Other	Population
1	1-2	1010×10^3	7-8	9	1010×10^7
2	3-4	1010×10^4	9	10	1010×10^8
3-4	5-6	1010×10^5	10	1	1010×10^9
5-6	7-8	1010×10^6			

The species of the population is randomly determined. Consideration of the environment should be made; Vulcans, for example, would not consider a Class M planet to be habitable if the temperature was less than 30 C or there-abouts.

FAVORED SPECIES ON PLANET TABLE

Roll D 100	Species	Roll D100	Species
01-40	Human	56-60	Eddan
41	Vulcan	61-65	Tellarite
42-50	Andorian	66-70	Skorr
51-55	Caiten	71-00	Other

ALF KLOSTERMAN
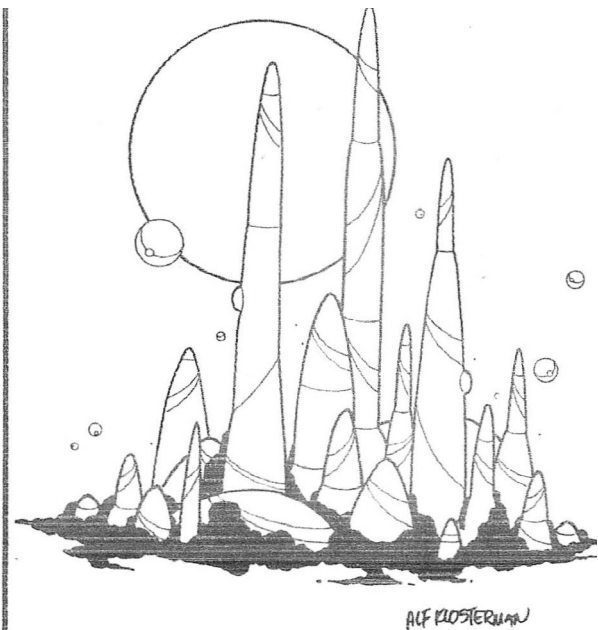
The final item to be rolled for is the level of technology enjoyed by a planet. This depends on its type, and is measured by three indices: the most efficient source of energy available to the locals, whether they have attained slower-than-light (STL) space travel, and whether they have attained faster-than-light (FTL) space travel.

PLANET TECHNOLOGY TABLE

Class M	Other	Energy	STL	FTL
1		none	no	no
2		wind	no	no
3-4		coal	no	no
5-6		oil	no	no
7-8	1-4	fission	yes	no
9-12	5-10	fusion	yes	no
13-16	11-16	fusion	yes	yes
17-19	17-19	antimatter	yes	yes
20	20	advanced — unknown

Only a single roll for technology is made; do not roll separately for each index. The Federation of Planets and the Klingon and Romulan Empires are at the anti-matter/yes/yes stage.

One last table. As is common knowledge, a starship's velocity in multiples of the speed of light is equal to the cube of its warp number, ranging from Warp 1, the speed of light, through Warp 8, 512 times that speed. For a *Constitution* Class Starship, as well as most other Federation craft, Warp 6 is the maximum safe cruising speed; Warp 8 is the maximum speed if you don't mind ruining your engines. How long a ship can sustain Warp 7 or Warp 8 depends on numerous factors, such as the skill of the engineer, and blind luck. Dreadnoughts are the fastest Federation ships in existence; they can sustain Warp 8 indefinitely, and their maximum speed is Warp 10 — 1000 times the speed of light. To avoid extra calculation, we hereby present a table with some typical distances on one axis and various warp speeds on the other, showing the time required to traverse that distance. 'y' stands for years, 'd' for days, and 'h' for hours.

WARP SPEEDS TABLE

Distance	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
1 LY	1y	46d	13d	6d	3d	41h	26h	17h	12h	9h
2	2y	91d	27d	11d	6d	3d	2d	34h	24h	18h
3	3y	137d	41d	17d	9d	5d	3d	2d	36h	26h
4	4y	183d	54d	23d	12d	7d	44d	3d	2d	35h
5	5y	228d	68d	29d	15d	5d	5d	4d	3d	2d
6	6y	274d	81d	34d	18d	10d	6d	4d	3d	2d
7	7y	319d	95d	40d	20d	12d	7d	5d	4d	3d
8	8y	365d	108d	46d	23d	14d	9d	6d	4d	3d
9	9y	411d	122d	51d	26d	15d	10el	6d	5d	3d
10	10y	456d	135d	57d	29d	17d	11d	7d	5d	4d
11	11y	502d	149d	63d	32d	19d	12d	8d	6d	4d
12	12y	548d	162d	68d	35d	20d	13d	9d	6d	4d
13	13y	593d	176d	74d	38d	22d	14d	9d	7d	4d
14	14y	639d	189d	80d	41d	24d	15d	10d	7d	5d
15	15y	684d	203d	86d	44d	25d	16d	11d	8d	5d
20	20y	3y	270d	1140	58d	34d	2id	14d	10d	7d
25	25y	3y	338d	143d	73d	42d	27d	18d	13d	9d
30	30V	4y	406d	171d	88d	51d	32d	21ti	15d	11d
35	35y	4y	473d	200d	i02d	59d	37d	25d	18d	13d
40	40y	5y	541d	228d	118d	68d	43d	29d	20d	15d
45	45y	6y	60Sd	257d	131d	76d	48d	32d	23d	16d
50	50y	6y	676d	285d	146d	84d	53d	36d	25d	18d
100	100y	13y	4y	570d	292d	169d	106d	71d	50d	37d
200	200y	25y	7y	3y	5840	338d	213d	143d	100d	73d
300	300y	3ay	11y	5y	2y	507d	319d	214d	150d	110d
400	400y	50y	15y	6y	3y	676d	426d	285d	200d	146d
500	500y	63y	19y	8y	4y	2y	532d	356d	250d	183d

A discrepancy should be noted here. The above table reflects the performance of Starships as set forth in the series premise. The performance of the *Enterprise* during the show and the performance implied by the map of the Galaxy in the *Technical Manual* are, respectively, greater and much much greater.

If you have any questions, comments, changes, or additions, write them up and send them to *Different Worlds.* 0