STAR TREK ROLEPLAYING GAME

SHIPBOARD NANITE INFESTATION RANDOM EFFECT TABLES

A nanite is a microscopic robotic device and a form of nanotechnology.

A nanite is built by manipulating atoms and contains gigabytes of computer memory. It is small enough to enter living cells and can be programmed to do numerous tasks. Nanites are used by the Federation for medical purposes and are designed to work inside nucleii during cellular surgery. When they are not used, nanites are stored in a non-functional state. When necessary nanites can be destroyed with a burst of high-level gamma radiation.

Nanites consist of several components with different functions. Nanites used in the 24th century are composed of a forward propulsion block, an Oneamisu receiver, a Ranma ½ gyro block, a hex growth stack, Otomo calibration, two reverse flow paddles, one cell membrane sensor and manipulator each, a telemetry antenna, a forward motion sensor, a crystal articulator, logic circuits arranged from A-F and G-L, a T-cell antireceptor and an emergency dissolve system.

In 2366 Wesley Crusher experimented with nanites aboard the USS Enterprise-D to see if he could enhance their capabilities, by letting them work together. When these nanites escaped they entered the Enterprise computer core where they multiplied and interfered with almost all ship operations. Their increasing numbers allowed them to develop collective intelligence. When Doctor Paul Stubbs tried to kill them, the nanites retaliated by taking over control of the Enterprise life support systems and even tried to kill him. The targeted nature of these actions became proof of sentience and they became perceived as lifeforms. The destruction of the Enterprise was prevented by Data who was able to talk to the nanites and as their spokesman was able to come to an agreement with Captain Jean-Luc Picard. The enhanced nanites repaired the damage to the ship's computers and were then transfered to Kavis Alpha IV, where they founded their own civilization.
A graphic of Wesley's nanites

Doctor Beverly Crusher suggested to use nanites as a weapon against the Borg during their incursion into the Federation in late 2366. The plan however was not implemented, as the process of preparing the nanites would have taken several weeks. By then the Federation may only have existed as part of the Borg Collective.

In 2369, Julian Bashir found similarities between nanites and the artificial microbes that resurrected the Ennis and the Nol-Ennis on a moon in the Gamma Quadrant.

The Doctor designed and used nanites that recognized unusual DNA patterns. He used it to identify Lon Suder's Betazoid DNA in Frank Darwin's fatal head wound.

The above information, copied from the Memory Alpha Star Trek online-encyclopedia; describes the basic design and function of nanites. The following tables show what can happen if nanites get out of control, as happened aboard the Enterprise-D in 2366.

These tables are meant to fascilitate a quick, random generation of the effects of a nanite-infestation; allowing a Narrator to produce effects of nanite-infestation on a ship's systems on the fly, during a taught game-session.

Some basic effects should apply, consistently, during a nanite infestation.

> ## BASIC NANITE EFFECTS
>
> +5 to all Systems Operations TNs, when trying to operate systems on-board an infested ship. In other words, if a particular Systems Operations test would normally be at TN15, during a nanite-infestation the difficulty for the same test would become TN20.
>
> All systems reduced 1 level in reliability. For example, a Galaxy-class starship normally carries a Class-4 Sensor system, with a Reliability of E. During a nanite infestation, a Galaxy-class' Sensor reliability would be reduced to D.
>
> Nanites infesting a starship will cause random systems breakdowns and malfunctions, as defined by the tables below. These random events should be checked for at the Narrator's discretion. Any time he feels the need to throw a challenge at the crew, or create a random disturbance or distraction.

Consult the following tables to produce random effects of a nanite-infestation in a starship's systems.

BASIC NANITE EFFECTS TABLE

Roll: 2d6	Effect
2	Random audio over intraship com system*
3	Random system malfunctions (see table below)
4	Random toxic gas pumped into ship's air-system (see table below)
5	Ship's internal temperature decreased by 1d6 degrees per round
6	Ship's internal temperature increased by 1d6 degrees per round
7	Forcefields erected at random, impeding crew-movements
8	Random video-images displayed on main viewer*
9	Attack Warning – sensor "detect" an enemy vessel, and raise shields, and arm weapons
10	Ship forced into Warp – speed = 1d6**; course chosen by Narrator
11	Warp-core completely powered down, and must be re-initialized
12	Ship's Self-destruct is activated on a 10-minute count-down

* - Random audio and video displays forced by a nanite infestation should consist of something that would distract, or disturb the crew, impeding their work. In the TNG episode,

Evolution, the nanites caused the computer to play a John Philip Sousa march, and the loudest possible volume. The Narrator should chose what audio is played, or video-image displayed.

This can be anything from an impromptu blast of *Satisfaction* by the Rolling Stones as a random audio, to highlights from the 1976 Super Bowl game, or 2019 World Series displayed on the main viewer. Most Federation ships (at least by the second half of the 24th century) carry a very wide array of material stored in the ship's main computer-memory to facilitate the construction of an equally wide variety of holodeck programs.

A nanite infestation can force any piece of audio over the ship's communication systems, or force any clip of video on the view-screen.

And even the most seemingly harmless audio or video can create a problem for the crew. For example, the main viewing scree in useless during an encounter with a Romulan Warbird if it is being forced to play a Bugs Bunny cartoon due to an infestation of nanites.

** - Roll 1d6. The result is the speed at which the ship is forced to go into warp. A roll of 4 would indicate the nanites forced the ship into warp, at Warp-4.

RANDOM SYSTEM MALFUNCTION TABLE

Roll 1d6	Effected System
1	Operations
2	Life Support
3	Sensors
4	Weapons
5	Shields
6	Propulsion

The actual nature of the malfunction, as well as any modifiers to skill-tests to repair or reverse the damage is up to the discretion of the Narrator. Malfunctions should be something that offers a challenge to the crew, or presents an impediment to their ability to solve the problem at hand (the nanite infestation, itself).

RANDOM TOXIC GAS TABLE

Roll 1d6	Gas, released into ship's air-system
1	Anesthezine (NG, p. 227)
2	Neurozine (NG, p. 227)
3	Nitrogen Oxide (see below)
4	Nyocene Gas (see below)
5	Carbon Dioxide (see below)
6	Nerve Gas (see below)

Nitrogen Oxide

Nitrogen Oxide refers to one or more gaseous nitrogen-oxygen compounds that are toxic to many species, including Humans, when concentrated in sufficient quantities. **Type:** Inhaled. **Onset:** 1d6 rounds. **Potency:** +/-0TN. **Treatment:** +/-0TN. **Effect:** Asphyxiation (see Table 13.1 – NG, p. 228). **Secondary Effect:** -2 to PHYS skill tests.

Nyocene Gas

Nyocene Gas is a bi-product of an overloaded power-transformer in some smaller warp-capable craft but can be produced intentionally. **Type:** Inhaled. **Onset:** 1d6+1 rounds. **Potency:** +2TN. **Treatment:** +3TN. **Effect:** Asphyxiation (see Table 13.1 – NG, p. 228). **Secondary Effect:** -2 to PHYS skill tests.

Carbon Dioxide

Carbon Dioxide is an odorless, colorless, nonflammable gas composed of one carbon atom and two oxygen atoms. It is expelled by animals and consumed by plants. Carbon dioxide poisoning or hypercapnia is a condition in which a subject can lose consciousness and eventually (if not treated in time) asphyxiate due to a high level of carbon dioxide in the atmosphere, which prevents the proper distribution of oxygen via the Human circulatory system. This can be prevented by regular doses of tri-ox. **Type:** Inhaled. **Onset:** 2d6 rounds (+ VIT mod). **Potency:** +3TN. **Treatment:** +2TN (treated with Tri-ox compound – see Table 5.2 – SOM, p. 69). **Effect:** Risk unconsciousness each round of exposure after onset (Stamina reaction, TN15). **Secondary Effect:** Asphyxiation (see Table 13.1 – NG, p. 228), with effects beginning after unconsciousness sets in.

Nerve Gas

Nerve Gas is an airborne (gaseous or aerosol) agent of chemical warfare. Usually lethal, these compounds work by inhibiting synaptic activity. Such activity is essential for propagation of of impulses from the central nervous system to other systems of the body; without that activity, the victim becomes paralyzed and dies. **Type:** Inhaled. **Onset:** 1d6 rounds (+ VIT mod). **Potency:** +5TN. **Treatment:** +5TN. **Effect:** Paralysis (-1 STR & AG per round – skill TNs effects exponentially). **Secondary Effect:** 2d6+6 (-VIT mod) damage per 1d6 rounds of exposure. **Stages:** 2.

Of course there are many other types of gasses, and toxins that nanites might release into the atmosphere of a ship. And the Narrator should feel free to substitute the gasses listed here with those that have the effects he desires for the episode. Maybe Laughing Gas would be efficient to incapacitate the crew, without doing any serious harm.

Generally, the possibilities of a nanite infestation and its effects on a starship and her crew are as limitless as the imagination of the Narrator, and Players. These tables are mean to speed the episode along, and quickly answer the question of "what happens next".