

Coda Star Trek House Rules

Time in grade: a character must serve in Starfleet a certain number of years before achieving the rank listed. Player characters may spend advancement picks on ranks beyond their time in grade, which will be stored in the “rank bank” and doled out when appropriate years of service have been fulfilled. (Note: misconduct will cause improvements to the Promotion edge to return to the rank bank, and serious violations may cap Promotions – any overspent advancements will be returned to the player character). Characters of exceptional talent and bravery may earn one grade before the full term of service required, but there will be no Fleet Admirals by age 24.

Rank	Time in Grade
Lieutenant (j.g.)	1 year
Lieutenant	3 years
Lieutenant Commander	7 years
Commander	10 years
Captain	13 years

Russian roulette with a phaser: when a bridge panel explodes, who is the lucky recipient? Roll 2D6 and find out! If you’re one of those pesky 24th century types, Helm and Navigation double the flight officer’s chances for getting barbequed. Also in the 24th, substitute Operations for Communications.

2	Captain
3	Helm or Flight Control
4	Navigation or Flight Control
5	Tactical
6	Science
7	Engineering
8	Communications or Operations
9-12	unattended panel

If you build it, they will come: for the point scroungers who can’t quite scrape together all the improvements you’d like, transporter units may be traded in for 1 point each. Starfleet regulations require that you have at least one transporter unit aboard.

For the captain who has everything: in case the shuttles aren’t enough, you may embark travel pods at 1/2 a slot and workbees for 1/3 per slot. These may be substituted for either a shuttle allotment or a cargo allotment (if cargo, the ship must have at least one cargo transporter to deploy the craft).

Yo, Adrian!: while the large number of hit points conferred on the player characters via the health level system is nice, it sure takes a long time for a fist fight to play out...and then you’re hospitalized for six weeks while you recover all those points. My quick fix to the brawling encounters includes a chance for upper tier successes to knock out without delivering a deathblow and is in the table below.

Success	Stamina TN	Duration of KO
superior	5 + damage dealt	1D6 + 5 rounds
extraordinary	10 + damage dealt	2D6 minutes

The neighbor's house rule: even though the previous house rule shortens up hand to hand combat, there are times when even that is too much work. So, for the mooks who don't matter, I'm stealing from the *other* Coda system, found on page 270 of the *Lord of the Rings* core rulebook. Essentially, mooks are given a rating of 1 to 3; that is the number of successes needed to kill/defeat an opponent. Sure, the phasers can dish out 10D6 + 36 points of damage, but sometimes nothing satisfies like a good neck flex.

That's gonna leave a mark!: Getting hit with your shields down is bad, m'kay. The degree of success determines the extra damage conferred right to the structure. Drydock, here we come!

Unshielded Hull damage modifier	
complete success	+2
superior success	+4
extraordinary success	+6

I'm given 'er all she's got, Captain!: The rules for pushing the engines on page 99 of the *Narrator's Guide* are good for game balance, but neglect the input of a talented engineer. To assist the engines in holding together while being pushed to the red line, an engineer or team of engineers may be working to that end. Before making the hourly reliability test, the engineer(s) may make an Engineering: Propulsion (warp system) check at TN 15 with the following results:

Propulsion (warp system) modifier	
disastrous failure	-3
complete failure	-2
failure	-1
marginal success	+1
complete success	+2
superior success	+3
extraordinary success	+4

This potential bonus assumes that the engineer(s) are constantly making engine adjustments while the ship is moving at high speeds. This is considered a standard action, which means that the crew involved must begin making Stamina tests after two hours to avoid fatigue penalties (see *Player's Guide* p. 248 or *Narrator's Guide* p. 95-96).

Go long!: While it would seem that the warp speed chart exists only to justify *Voyager's* journey, and warp speed should move "at the speed of plot" sometimes that distance traveled can be made to serve the plot. Borrowing from one of the novels of many moons ago, the engines can be rigged for "high speed running." Making reliability tests every hour for a month-long trip would be extremely tedious. The engineering crew can rig the engines to run at maximum output via a controlled burn out of the engine components; this will also require extensive repairs after the high speed run is complete. Both the rigging and repair of the engines are extended tests.

The TN is 10+Warp speed desired (to ship's maximum rating); X2 for daily reliability tests, X5 for weekly reliability tests with an hourly interval for progress. Maximum travel time at this rate is equal to the warp factor traveled in days or weeks respectively.

Because this type of strain is particularly hard on the ship's engines, the repair TN is 15+Warp speed traveled with the same multiplier as used to determine the rigging TN. The repair interval is also one hour.

Replace the Engineering: Propulsion (warp system) skill test with Enterprise: Administration (Starfleet) after rigging and use the chart in **I'm given 'er all she's got, Captain!** to determine bonus/penalty to reliability TNs.