

ENTERPRISETM

ROLE PLAY GAME IN STAR TREKTM

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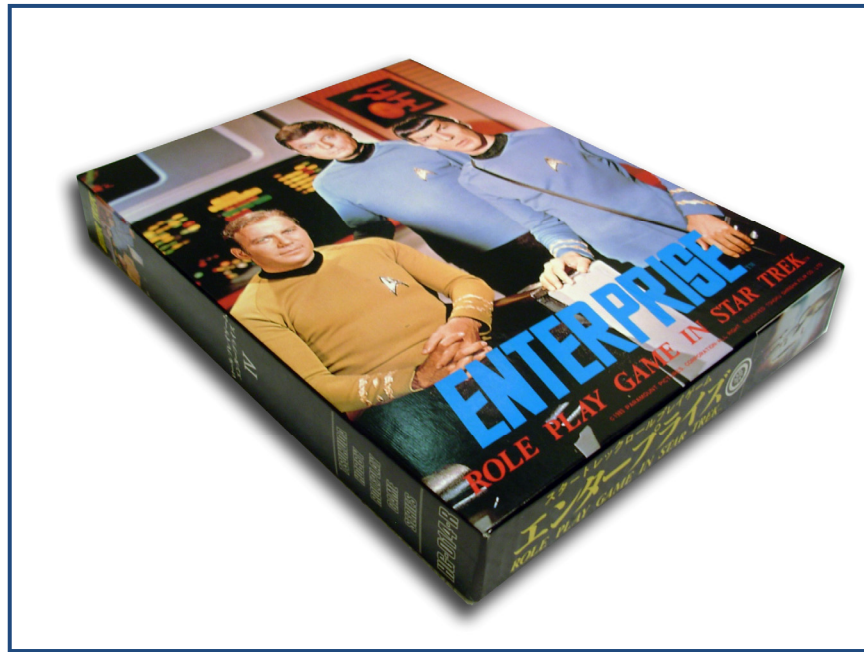


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GUIDE TO ROLE PLAYING

1. What is Role Playing?

The game you now have in hand is a new type of game and completely different than today's simulation games.

The Role Playing Game. First, there is no game board. How does one play this strange game without one? From now on in this book, we will teach the concept of role playing and the method of the Game Master. Because this guidebook discusses things in common with a number of role playing games, and not just those of Tsukuda, anyone interested in role playing should review it.

2. History of Role Playing Games

In the United States, and in western countries such as Great Britain, miniature figures have the status of a hobby. This includes miniature houses and so on, but especially popular are something called "white metal figures".

Everyone likes the Tamiya military series which you know and the 54mm figure is common in Europe and America with figures of various military figures from the Napoleonic era up to those of today.

Games using these figures, tanks and so on are the predecessor of these games.

In the 1960s, figures related to the fantasy boom in the United States started to appear. Figures based on the characters of Frazetta and "The Lord of the Rings" were popular, even in Japan.

Then "Dungeons & Dragons" was created as a Role Playing Game (RPG) used to enjoy these figures. It was the original game that used these figures for RPG, and through word-of-mouth it spread across the USA with surprising swiftness.

Based on the success of D&D, many other companies started developing RPGs. For fantasy, "Tunnels & Trolls", "RuneQuest" and "DragonQuest" have been released, and "Traveller" for SF has been released on the market. In the United States, D&D and TRAVELLER are especially popular with students, which may explain why they became popular so quickly.

The above is a brief explanation of the development of RPGs. From here we will explain the contents of this game.

3. "Role"

A "simulation game" is one that simulates or imitates actions. Then what is "role play"? Is it the study of the game that rolls and plays?

"Role" means a part. Therefore, "role play" is playing a part.

You, as one person in the game, portray a certain position.

Unlike games where you control tens or even tens of thousands of people, you become your "alter ego" (another self).

You are the captain of the spacecraft, the hero of a legend or novel, and become other characters in other games. This is the basic concept of role play.

4. Role Playing as a Game

You are playing only one person.

It is as if you are immersed in a daydream, and that you have become another person. Whether you are a hero in outer space or a swordsman in a fantasy world, you choose your setting and play an active part in that world.

But the RPG is a little different. Powerful enemies and fearsome traps are part of a setting with which

you aren't familiar. How, then, do you explore this world?

A Game Master (GM) is required here. The GM is not a player. He is also not the enemy of the players. Nor is he an ally. The GM "plays God" in this game.

The players report their actions to the GM. The GM judges what does or doesn't happen, and tells the players.

For example... a pair of astronauts:

Shafer: "I check the spacesuit."

GM: "OK, you don't find any abnormalities. There is no air leakage."

Shafer: "I communicate with Hamilton on the radio."

GM: "The radio is out of order. You can't hear each other's voices. From now on, you won't be able to communicate."

Shafer: "Can I fix the radio?"

GM: "Hey, there is no voice of God to answer you. You'll have to figure this out independently."

Hamilton: "You should wait."

GM: "Whoops, you're forgetting that you can't talk with him!"

This is the way in which the play continues. If you forget to check the spacesuit a leak starts, you won't be able to ask for help.

And the GM must absorb the details of the Scenario, and deal with the actions of the players.

5. Characters

Because it's a game, characters have limitations. A character's abilities are expressed with high and low numerical values. Numerical values for physical

strength, intellect, dexterity and luck will all be used.

The procedure of the game usually begins with several rolls of three dice in order to create your alter ego (other self). These numerical values are determined first and, through "experience" described later, will continue to grow with the character.

However, in the case of playing the existing heroes of novels or movies, their values will not change during the course of the games. Since the characters of this sort are to some extent already strong and experienced from the beginning, the enjoyment of the game derives on how the player utilizes their strengths in different situations.

Otherwise, the first step of "role play" generally begins with your creation of a character.

6. Scenarios

Assume that the characters have now been created. The game, however, cannot begin with only characters. A world to surround them will be required.

In short, the very world is the "Scenario".

Who creates and uses the Scenario? The most important job of the GM is the creation of the Scenario.

Also, although a Scenario is provided with this game, once the players have completed it there will be little motivation to play the same Scenario again. In other words, once the players know where the enemies and the traps are in a Scenario, there is no reason to play it again. Therefore, the GM may soon need to make their own new Scenarios based on their own creativity.

A map will be required for a Scenario, though the scale will depend on the Scenario itself. The

smallest scale will likely be used for drawing small rooms or the interior of a spaceship.

Beyond that, a number of other things will need to be prepared other than the map. For example, the locations of traps and the like.

Part of the pleasure of role playing is solving puzzles, so the GM must not only provide the puzzles but the hints to solve them as well.

Furthermore, if the GM doesn't place enemies or monsters in the Scenario, they won't be there to encounter. Monsters may be in specific places, but may be wandering in areas as well. These are conditions that must be arranged by the GM as well.

The GM must adjust the level of the Scenario to that of the player characters so that it is not too difficult.

7. How to Advance the Game

Once the characters and the Scenario have been determined, the game can begin. But how do you carry this out? The key is conversation.

To say that an RPG consists of conversation is not an overstatement. Each step of the conversation shapes the situation for both the players and the GM.

We'll demonstrate how this process of conversation determines what kind of things can be done.

First, the GM explains to the players where they are and what they see. The players will absorb what kind of environment they find themselves in. Since there may be important hints included in the words uttered by the GM, one must be careful.

The players first determine what they have and what they already know. Then they can take action. The most natural action should be to first look around at the surroundings.

Shafer: "I start by looking around."

GM: "You are surrounded by jungle. Almost nothing can be seen for the tall foliage. There is a little bright spot to the left. Of course, only the area above it is visible..."

Hamilton: "I listen for sounds."

Note that you have to declare to the GM one-by-one what action you are taking. If the GM was not told, it is considered not to have been done. For example, you have to say "I look around" in order to spot something, even though it must be visible by its very existence. This is unavoidable even if it seems obvious.

It is similar when you operate a device. First, you have to flip a switch to turn it on. Otherwise, just because you talk into a radio doesn't mean you're going to get a response. Moreover, you'll have to switch it off when finished or the battery might go dead.

Actually, there is no limit to what kind of action a player can attempt in the game. In a word, trying is free. However, if a player tries something that is obviously unreasonable -- for example, going out into space without wearing a suit -- they will likely meet a spectacular death. When you are playing a character, you must take responsibility for the actions you take in the game.

8. Victory or Defeat in the Game

For RPGs, the concept of victory or defeat is somewhat problematic.

In the average simulation game there are victory conditions, and it's clear at the end of the game who won and who lost.

Starting from the point where a character is young, the player will have many experiences through role playing and gradually become a first class

adventurer. Growth of the character is one purpose of the RPG. If the character improves, the Scenario itself is improved. However, there is no victory for the player, nor is there defeat.

If the character dies, however, the player must give up the character.

Perhaps, you might say, that this is the defeat of the player. But without fear of death, the game is not fun. The hero who cannot die cannot change.

Therefore it can be said that the RPG is the game in which one enjoys the creation and growth of their character.

However, the game can be played in a different style such that the long-term growth of original characters is not of concern.

This approach is that the purpose of the game is simply to enjoy the Scenario at hand and the way in which the players manage it.

Naturally, the process of losing a character during the game can be progression as well. The next time you play the Scenario, you'll probably do better.

The concepts of victory and defeat don't apply to this style of game either. No one is defeated because the other player is the GM, a god.

9. Experience and Growth

In RPGs, if a character defeats an enemy, the character may gain "Experience".

When a character goes through an adventure and encounters numerous crises, he may be awarded a specific experience point for facing those dangers. If, however, you don't make it back from the enemy territory to your base alive, you don't get the point.

When a certain fixed number of points is obtained, the character will go up to the next "Level".

Proceeding to these higher Levels is the process of growth.

When a character's Level rises, their intellect and their strength (and therefore the amount of damage they can withstand) may also increase.

Characters generally obtain additional and numerous special abilities when they "level up". This is especially true in the case of fantasy RPGs where a magician's magic becomes more powerful with an increase in Level.

Growth and experience, however, is not part of playing this STAR TREK game. Instead, this game focuses on the enjoyment that comes from the charm of playing one of these characters.

10. Character Background

As in any game which has a novel or movie as its background, the character in this STAR TREK game does not change or grow. But the player is in this world, and can be a hero or heroine in it. Being the protagonist in circumstances such as those found in the story is a different kind of pleasure.

Furthermore, in this game, the purpose is within in each Scenario and the enjoyment that will come from accomplishing the mission.

11. The Job of Game Mastering

The GM plays the most important role in role play.

Referring to the map of the Scenario, you are always checking where the characters are now and telling the players -- without being too generous -- what is in the vicinity.

Although a place may have been previously visited, the GM is not required to say any more about it until the players do something different. Furthermore, the GM may refuse to answer if players are doing something unsuitable or if the GM is simply displeased with the attitude of a player.

(However, if there is a conflict, doing nothing will not help resolve the situation).

For instance, suppose a character replies arrogantly when asked for their name at the entrance to a base; this should have an effect on how the GM chooses to proceed with the encounter.

It's just as important that the GM knows his world well. In short, if he does not, it may affect the conduct of the players.

In addition to this, it is the job of the GM to keep record of the passing time within the game.

Because time is required for individuals to conduct their actions, the GM must record this. But it also becomes dark when night falls, and characters become hungry as time passes. The GM must track these details as part of time keeping.

The GM must also play the roles of non-player characters (NPC) in a Scenario; i.e., the enemies and the monsters. Add to all of this the judgment of all character actions within the game, and the GM has the busiest job.

12. Power of the Game Master

The Game Master has unlimited power. Only the GM knows the entire Scenario. If the GM ignores something, it didn't happen. Even if you think as GM that something should have been included but you didn't add it into the game, you should not worry about it.

But the GM must be fair.

Although it is part of the game that many things are possible solely at the GM's discretion, it risks depriving the players of enjoyment, and is not good game mastering.

And though it is possible for the GM to disregard the roll of a die, it is better to avoid this as much as possible.

13. Good Mastering

As GM, it is natural to want to do the best job. What is "good" and what is "bad", and how is it judged? First, read the Scenario well. If you are not very familiar with it, the players may become excessively confused.

And impartiality is very important. There is no victory or defeat in an RPG because there is no opponent. The GM is not the opponent of the players. The GM is a referee, similar to those in baseball or tennis. The GM is not allowed to either take a player's side or to be hostile. However, you may use your discretion when you feel things are going a little unfair (for example, excessive bad die rolls).

Another important thing is the process of providing information. For example, because players depend on the descriptions of the GM, it means you must explain what is and what is not visible when players look around at their surroundings. You should not, however, pass on any more information than what matches the situation (such seeing the surroundings at night without turning on a light, and so on).

Making such judgments in accordance with common sense is a great part of a GM's work.

14. Ad-libbing for the Game Master

As the game advances, the player may often take an action different than what you expected. At this time you must exhaust the limits of your imagination to find a creative answer agreeable to the Scenario.

This is not a problem resolved by the roll of a die, but rather by how well the GM understands the characters he plays and his world.

Because the GM plays his own part as well as that of the NPCs, it is a story with 10,000 parts and conversations that must be managed.

It is not an overstatement to say that role play is the GM and the player working together to make one story. Between the GM's infinite power and the player characters' limited capabilities, many problems will be resolved.

15. Conclusion

A rough explanation of role playing games has been outlined above. Although there are many details not touched upon in these explanations, and many more RPGs still to come, the most important thing is not the game itself. It is you, the Game Master. Remembering that can make the difference between whether or not the players get into role playing.

But the degree to which you read and understand the rules can be the greatest factor that will keep the game interesting.

The Rule Book begins on the following page.

RULE BOOK

1. Introduction

Few works of the SF genre have as many characters and episodes as STAR TREK. With the game you now have in your hands, you can simulate the most essential part of STAR TREK -- in other words, the characters. This game has adopted the role play game system which is tremendously popular in America; and because of its simplicity, it is possible for the beginner and simulation game player of Japan to enjoy in a way which was not possible until now.

Let's travel to the worlds of STAR TREK together!

2. Contents of the Game

The game consists of the following contents:

- 2.1. Role Play Game Guide and Rule Book
- 2.2. Scenario Book
- 2.3. 15 Character Cards
- 2.4. Dice - two 20-sided (numbered 0-9 twice) percentile; one 6-sided

Besides this, paper and pencil will be necessary to play the game. You may also wish to use white metal miniatures to increase the reality, though they are not necessary.

2.5. Number of Players

To play this game, 2 or more players are necessary. One person supervises the entire game as the Game Master, and the other player(s) handle the characters. The game is not suitable for solo play.

2.6. How to Use this Rulebook

It is sufficient for only one person, the GM, to know the basics outlined in this rule book. Players need only know a summary of the rules, not the fine details.

Though the GM should read this rule book well, if you come across something during the game that is not understood, please refer to the rule book.

Further, you do not have to show the rulebook to the players.

3. Progress of the Game

Although the game begins with character creation, explained in the next chapter, this outlines the game procedure.

3.1. Game Progress

Current simulation games progress with each player moving a unit at the beginning of a turn. In this game, since the players do not oppose each other, the purpose of the game is to instead complete one mission in cooperation with each other. The game advances through conversational exchange between the GM and the players. Time is spent performing actions and passes in the form of turns. For example, 10 minutes may pass as the characters move 100 meters. There are also moments such as simple conversation where it's not necessary to track time. For example, when the player takes the action to look around, it's usually not necessary to make time an issue.

As the game advances, the players indicate to the GM where the characters are by indicating it on a map they should be keeping (best done with graph paper.)

3.2. How to Use the Dice

Until now, the dice in the game may be something you've not seen until now. The 20-sided dice are called percentile dice and used to randomly determine a percent result. One die is designated as the "tens" die, and the other is the "ones" die. (Please decide in advance which color represents the tens, and which the ones). For instance, if one

rolls a “5” on the tens die, and a “9” on the ones die, the result is read as “59%”.

By the way, these 20-sided dice are numbered (twice) from 0 to 9. 0 is read as “0”, not “10”. Also, note that 6 and 9 are distinguished by their underlines.

For an example, assume that there is a lock which can be opened based on a 50% probability. The player rolls the two 20-sided dice. The ten die roll is a “4”, and the one die is a “5”, a result of “45”. In other words, as the result was 0-50%, you opened the lock; had you rolled 51-99%, you would have failed. For this method you always use the 20-sided dice.

Although both GM and players roll the dice, the GM does not need to tell the players the results of his roll. The GM may determine that the result of the roll may be inconvenient (i.e., not good for the game), and may choose to ignore. Because of this, it is best for the GM to conceal his die rolls from the players.

3.3. Rolling the Dice

There are times during the game that the GM doesn’t even need to roll the dice, but should make the gesture for the sake of the players anyway.

For instance, assume that a certain character has placed their ear to the door. The GM knows there is nothing in this room and could just say, “You hear nothing,” without rolling a die. Instead, the GM rolls the die. Because he conceals the results, only he knows whether or not there is really anything on the other side.

If you understand the comparison above, you’ll see that it is the GM who always rolls the dice in such a situation. That leaves the question of who rolls the dice at other times, detailed as follows.

When there is a challenge, it is the player who rolls the dice. That is, when the task is generally related to the character itself, it is the player of that character who makes the roll. For example, when taking a shot at an enemy and determining whether or not it hit the enemy, or trying to disarm a trap, it is the player who makes the roll.

For those temporary things more related to the Scenario itself, such as traps or the decision of whether or not a sound is audible, the GM rolls.

If it’s not clear who should roll the dice, the GM should make the roll.

Moreover, the GM only gives information and does not need to reveal the type, number or resulting value of the dice he rolled. It is only necessary for him to roll the die and tell the outcome.

3.4. GM’s Options

We have outlined how the game progresses. Now we’ll describe how the GM deals with the actions of the players.

The biggest challenge, and the one where role play is the most fun, is when players take the kind of action for which the GM did not plan. In this kind of situation the GM must react with improvisation.

For example, the characters enter a room and encounter the enemy.

Normally they might attack, try to escape, take cover and so on. But assume one of the players tells the GM that their character suddenly shoots the chandelier over there. The action may not have been expected, but as GM you will have to deal with it.

“The chandelier was directly above them and falls, killing them all,” or “The chandelier fell, but regrettably didn’t hit anyone,” are both acceptable

replies. The decision is based on the common sense of the GM.

Either way, the final decision is that of the GM.

The rest of this rule book discusses the basic matters required to run the game. As we'll demonstrate, the GM can even create original Scenarios. If only the Scenario and the Character Cards included with this game are used, some of the following rules may seem unnecessary. It is, however, a basic concept of RPGs that the GM will eventually create original Scenarios and that the players will create their own unique characters.

4. Characters

In addition to the 15 Character Cards included with the game, one can create original characters.

As for all characters, their abilities are calculated by assigning numerical values to the characteristics below. 3 is the lowest possible value, 18 is the highest. For each of the abilities, you will roll four 6-sided dice. From those, take the three with the highest results, total them, and the result is the value for each ability.

STAR TREK CHARACTER CARD									
Name: James T. Kirk									
Race: Human									
ST	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18
DX: 15					ALIGNMENT: EG				
IQ: 13					SPECIAL ABILITIES:				
CH: 16									
LU: 15									
EQUIPMENT:									
Communicator, Type II Phaser									

① **ST (Strength)**

This number represents the current value of the character's life points and drops as damage is taken. Further, the value is utilized in hand-to-hand combat.

② **DX (Dexterity)**

DX reflects the deftness of the character. The character whose DX is high has fast reflexes. DX also relates to the merits and demerits of a Special Ability.

③ **IQ (Intellect)**

IQ reflects the knowledge and intelligence of the character. When he encounters other characters, the one with the higher IQ may have the advantage. In addition, it relates to merits and demerits of some special abilities.

④ **CH (Charisma)**

When characters encounter each other, the character with a high CH may have an advantage over the other party. A feature of high charisma is a strong aspect that attracts others.

⑤ **LU (Luck)**

It is difficult for a character whose LU is high to be caught in a trap.

4.1. Makeup of a Character

A number of elements other than the 5 main attributes can finish describing a character.

First the player must decide *Race*. Choose from one of those which are shown in Alien List of Chapter 10 such as Human or Vulcan.

Next, decide the *Alignment* (character adjustment).

In addition, there is the possibility of a character acquiring *Special Abilities*.

① **Race**

Several different races appear in STAR TREK. In this game, our characters will belong to one of those

racers. After reviewing the Alien List of Chapter 10, choose a race based on the judgment of the features of the respective species.

② **Alignment**

The player must choose their character's disposition. In this game, on the occasions when characters encounter each other, friendship or hostility is based on their mutual alignment and attitude. The character should choose one of the 5 following dispositions:

②-1 **LG (Logical Good)** - This character has good intentions as the owner of the logical mind.

②-2 **LB (Logical Bad)** - This character thinks logically, but his actions are motivated by evil

②-3 **N (Neutral)** - The character is neither inclined to nor partial toward good or evil.

②-4 **EG (Emotional Good)** - The character acts intuitively but thinks with good intentions.

②-5 **EB (Emotional Bad)** - The character is emotional and actions are taken with malice.

③ **Special Abilities**

Each player determines whether their character has a Special Ability according to the procedure outlined in Section 5.

4.2. Traits and Bonus for Each Numerical Value

① **ST (Strength=Physical Strength)**

The numerical value of ST is its current state, and shows how much damage one can endure. A character with ST12 can endure up to 11 points of damage. When ST reaches 1, the character is considered to be unconscious. The character whose ST reaches 0 has died.

If ST receives damage during the Scenario, it returns to its original value once treated.

A higher ST value increases the chances of defeating an opponent in hand-to-hand combat.

In this case, the ST values of the characters are compared to each other on the basis of their ST at the time (i.e., reflecting any damage taken).

② **DX (Dexterity=Deftness)**

The character that has a high DX value is more likely to hit first when engaged in combat.

When determining combat order, a high DX value is advantageous. Combat proceeds sequentially, beginning with the player who achieves the highest DX + 6-sided die roll value. This speed can be important because if the other part is defeated first, there is no counterattack.

In addition, DX is used for the Mechanical Repair talent on occasions where your character must bypass a trap to open a door.

Example: Kirk, with a DX of 15, can disarm a trap if he rolls 75 or less with the two 20-sided percentile dice.

(Refer to Section 11 for rules on traps, and see the DX chart on pages 10 or 31)

③ **IQ (Intellect)**

Intellect (IQ) is utilized to determine whether or not the character may obtain and use the special technical skills of Medical Talent and Science Talent.

In addition, a high IQ can increase the likelihood that partner can make an ally out of the other person.

Example: Spock has an IQ of 15. His alignment is LG and he encounters another LG character with IQ13, a difference of +2. Their attitude alignment is "B"

(equal). The character can be made an ally based on a +2 IQ roll (15+2=17... 70%).

Note that the IQ modifier may change from scene to scene.

④ **CH (Charisma)**

CH is utilized when you encounter another character. In this regard it is similar to IQ, but whether the encounter is determined using IQ or CH is decided based on the attitude of the player character.

Example: When a EG alignment player character with CH16 encounters with an EB character with CH10, with a result of attitude result of "A" (domination), the CH bonus of 60% (from +6) is added to A's basic value of 40%, resulting in 100%. Making an ally of the character is certain.

⑤ **LU (Luck)**

When determining whether or not a character falls victim to a trap, a roll based on LU is made.

4.3. Equipment

You have to provide characters various types of equipment. The Equipment List is given in Chapter 9 of the game, and the GM should permit characters to access these tools within the limits allowed by the Scenario.

Characters may obtain equipment other than that included in the Equipment List. If, however, the GM feels it is inappropriate for the Scenario, please accept the final decision of the GM.

And depending upon Scenario, it's possible that equipment that was not considered here may come up, in which case please refer to the Scenario for details.

Please add the equipment for the character to the player's Character Card.

5. Special Abilities

It is possible for characters to have Special Abilities. These specialties are determined during character creation. And, depending on the race, some characters will always have a Special Ability. Listed below are the types and conditions of Special Abilities.

5.1. Types

The 4 types of Special Abilities are listed below:

1. Mechanical Repair
2. Medical Talent (Treatment)
3. Science Talent
4. PSY Talent (ESP)

5.2. Mechanical Repair

The character with this ability can repair machines that break down.

The ability is of no use for a machine which, when analyzed, is unknown.

If broken, a machine cannot be used until it is repaired.

The character with DX10 has a 50% chance of obtaining the ability, and every 1 point above that increases probability +5%.

In other words, roll the two 20-sided percentile dice, and if the result is below the value shown, the character acquires this skill.

DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90

5.3. Medical Talent (Treatment)

This is the ability of a character to operate a medical instrument that he is holding. In other words, a character who has taken damage can be treated, and the true nature of a living thing can be revealed.

TREATMENT SKILL ACQUISITION TABLE									
IQ	10	11	12	13	14	15	16	17	18
%	0	10	20	30	40	50	60	70	80

If the character rolls below this value, they will have the Medical Talent.

5.4. Science Talent

The character with this ability can operate a computer (and a Tricorder). In addition, the character with this skill can pull up information from an enemy or ally's computer.

SCIENCE SKILL ACQUISITION TABLE																		
IQ	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90		

If the character rolls below this value, they will have the Science Talent.

5.5. PSY Talents (ESP)

PSY is ESP. It is rare for those of the Human race to have the PSY ability. However, there are species that have the ability by default. See the Alien List in Chapter 10.

For a Human to have the PSY ability, they must roll 10% or less on the percentile dice. There is no modifier.

If the PSY ability is acquired, you must determine which specific PSY Talent you have. Roll the two 20-sided dice again and consult the table below.

00-49	Empathy
50-79	Telepathy
80-89	Teleport
90-94	Telekinesis
95-97	Clairvoyance
98	Matter Manipulation
99	Energy Manipulation

① **Empathy** - With this ability, you can read the emotions of another. What the other party is feeling can be understood. The GM must accurately

explain the other party's feelings to the character with this ability.

Because the other party's feelings are known when the PSY Empathy ability is used, the Alignment of the other characters must be reported by the GM.

② **Telepathy** – While the Empath can only sense the feelings of another party, they can call out to a Telepath.

It is the same for Telepaths. They grasp not only feelings, but can grasp and send detailed thoughts of the other party as well.

The GM must tell what the encountered character is thinking when the character uses their Telepathy.

③ **Teleport** – The character which has this ability can instantaneously move to a place previously known to them.

However, it is not possible to Teleport to a place you do not know, and you may only Teleport your own person.

④ **Telekinesis** – Those who are Telekinetic have the ability to freely move a thing with the power of thought.

If the object can be seen and if it is of a weight which you could physically move it, you can move it using Telekinesis.

Unlike the effect of Teleport, the object does not instantaneously appear in another place, but is only moved.

⑤ **Clairvoyance** - This is an X-ray vision like capability. The character with this ability can see through to the other side of a box or a wall. When used, the GM must tell the player honestly what object(s) exist on the other side of the surface in question.

⑥ **Matter Manipulation** - This is the ability to create matter freely. Because the ability is very powerful, it is rare to have it.

By using this ability, a character can create any substance at will.

⑦ **Energy Manipulation** - With this ability, a character can manipulate energy as he likes. It is a powerful ability on par with Matter Manipulation. Directions for use are nearly unlimited.

With it, things can be moved or destroyed.

The GM must acknowledge the action taken by the character using this ability.

Because it is an ability to control energy, it can be used to free oneself and disappear.

5.6. PSY Restrictions

Telepathy and Clairvoyance may be used at anytime.

Telekinesis may be used only twice within a single Scenario, due to the mental concentration required.

Due to the danger associated with the transfer of emotions, Empathy may be used only once per Scenario.

Because characters with the abilities of Matter and Energy Manipulation are super-powerful, they may use these abilities without restriction in a Scenario.

6. Character Creation

Here is an example which illustrates how to actually create a new character.

First, the player must choose a Name and a Race for the character. For Name we'll choose "Leonard Shatner". Race is Human.

For each of the abilities, roll four 6-sided dice. From those, take the three with the highest results, total them, and the result is the value for each.

Example:

ST roll is ⑤, ④, ⑥ and 1, a result of **15**.

DX roll is 2, ③, ⑤ and ④, a result of **12**.

IQ roll is ③, ⑥, 2 and ⑤, a result of **14**.

CH roll is 2, ③, ③ and ⑤, a result of **11**.

LU roll is 1, ④, ② and ⑥, a result of **12**.

Whether or not a character might have Special Abilities is based on rolls corresponding to these results.

First we check for the Mechanical Repair Talent. Since DX is 12, if you can roll 60% or less on the two 20-sided dice (did you remember to designate the dice?), it is OK.

With a roll of 7 on the tens die and 4 on the ones die, the result is 74. Regrettably, he does not have the Mechanical Repair ability.

For the Medical Talent, an IQ of 14 means a 40% probability. The 20-sided dice are shaken. 6 for the tens and 2 for the ones is 62. He does not have the Medical Talent.

The Science Talent with an IQ of 14 is a 70% chance.

The roll is 2 on the tens die and 7 for the ones. With a 27, he has the Science Talent.

Finally, a roll of 10 or less to see if he has a PSY ability.

A roll of 0 for the tens and 6 for the ones is a 6. He has a PSY special ability.

The two 20-sided dice are shaken again.

A roll of 6 for the tens and 5 for the ones, a 65. This character will have the Telepathy ability.

Next the Alignment of the character is determined. The player may choose this to their liking.

We decide that this character is EG (Emotional Good).

Next we'll decide what Equipment the character has.

Because he has the Science talent, we'll give him the Tricorder, as well as a Communicator and a Type II Phaser.

Furthermore, he may be given food for 3 days, water and a knife. (However, please declare it to the GM, otherwise it may be said he doesn't have it).

With this, character creation is completed.

Leonard Shatner; Human Race; ST15, DX12, IQ14, CH11, LU12; Alignment EG; Special Ability: Science Talent; PSY Telepath; Equipment: Science Tricorder, Type II Hand Phaser, Communicator, knife and three days water and food.

STAR TREK CHARACTER CARD									
Name: <i>Leonard Shatner</i>									
Race: <i>Human</i>									
ST	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18
DX: 12					ALIGNMENT: <i>EG</i>				
IQ: 14					SPECIAL ABILITIES:				
CH: 11					<i>Science Talent</i>				
LU: 12					<i>PSY Telepathy</i>				
EQUIPMENT:									
<i>Science Tricorder, Type II Phaser, Communicator, knife, 3 days of water and food</i>									

Take the above, and write it on one of the Character Cards included with this game. (A water felt-tip pen or marker can be used and erased if wiped off).

7. Adventures

Now that characters are created, it is time to begin the game. In this game, the players will converse with the GM, and their main work will be to draw the map.

The GM will introduce the players to the mission, the goal, and mutually discuss the present surroundings that open the story. The players will start recording the details on their own map.

Let's look at how actions can be taken by the players in the game.

7.1. Action

Action is divided into two kinds. First is movement, and second is a behavior. An encounter, a battle or a separation is included in this.

Time elapses for each action. The GM must not forget to track the time.

When the player performs some actions, the GM will tell them the result. The GM must respond reasonably to even those things that he didn't anticipate. First, we'll explain the standard duties of the Game Master.

7.2. Movement and Time

A character normally moves about 100m every 10 minutes. In the case of mountain or forest regions, it is 2 times that, additively. A river can only be crossed via a shoal or a bridge, in which case the 2X modifier does not apply.

In other words, if you are in the mountains (2x) crossing 100m through forests (2x) along the sandbank of a river (2x) the trip takes 80 minutes.

Similarly, it takes 1 minute to move 10 meters inside a building.

Suppose that a character moved eastward from one area on the grid to another. It will take twice as much time to move through woods as it does across the plain.

In this case, if the distance is 100m, it will take 20 minutes to move from one area to another.

Inside a building, 10 minutes will have passed to move 100 meters because it takes 1 minute to move 10m.

Movement and time within a building is normal and usually recorded on another map with a smaller (by one digit) scale of measurement. In other words, since normal movement is 100m per 10 minutes, then moving 50-60m is more finely counted so that 50m is 5 minutes.

Since time will be checked based on units moved, you should use graph paper. Outdoors, it's convenient to use 1 square per 100m. Inside a building, 1 square would only be 10m.

7.3. Instant Actions and Time

These actions are behaviors such as seeing, hearing, standing and sitting. Since they are practically instantaneous, you can ignore the lapse of time.

7.4. Normal Actions and Time

Acts that are not instant -- for instance, eating or tampering with a machine -- are considered to take 5 minutes. The GM or Player may specify more (for example, resting for 10 minutes).

7.5. Combat and Time

You may enter into a combat round when you encounter other characters. In this case, rounds 1-9 are the first minute, 10-19 are the second minute, 20-29 are the third minute, and so on. Whether combat ends in the first round or the ninth, each round is one minute.

7.6. GM Options (Time)

Time is checked and judged by the GM, who should disregard the passage of time when engaged in conversation with other characters. Further, don't be concerned about time when a player is engaged in thought.

7.7. Resolving and Results of Actions

Some standard actions are described here, but players should not feel bound to any expectations. Actions other than this can be performed.

① **You Look** - When a character goes to a new place, he must always look around. This action does not take time.

What is visible is based upon the field of view and established by the Scenario. (Things out of range or behind a wall may not be seen). The GM informs the players.

② **You Listen** - The character may listen at the door to check for sounds on the other side. The GM rolls the 6-sided die. On a 1 or 2, if something could be heard, it should be described to the player. Nothing can be heard on a roll of 3 to 6. Moreover, it is not necessary for the GM to say what exactly is on the other side if a sound was heard.

③ **Open a Door** - A door for which a key is not required opens unconditionally. When a powered door is opened with a key, it will open on a result of 1 or 2 on the 6-sided die. In this case, it makes a loud sound. Unlike other acts, you can try repeatedly, and you may get assistance from several persons. For each additional person, the number of dice increases.

However, if a door was already described in the Scenario as unable to be opened with all strength, this is an exception.

④ **Hidden Doors and Traps** - When a character enters a square with a concealed door or trap, the Game Master should secretly roll the 6-sided die. On a 1 or 2, the character senses something. The GM says as much to the player, but does not have to say exactly what.

If the character responds to it, and the player rolls 30% or less (modified as below) on the two 20-sided dice, the character finds the hidden door trap.

Please make the following calculation at this time.

DISCOVERY OF TRAP CALCULATION					
LU	10	11	12	13	14
%	+5%	+10%	+15%	+20%	+25%
LU	15	16	17	18	-
%	+30%	+35%	+40%	+45%	-

If the Clairvoyance ability is used, the concealed door or trap is unconditionally found.

⑤ **Caught In the Trap** - If the GM determines that the character failed to detect the trap (nothing was found, nothing was felt), have each player roll two 20-sided dice.

AVOID TRAP																	
LU	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	

Any character unable to roll their % or less falls into the trap.

Roll the 6-sided die to determine the damage taken from falling into the trap.

⑥ **Lock is opened, trap is bypassed** - To bypass a lock with a trap, you must roll the applicable % value below with the 20-sided dice.

BYPASS LOCK OR TRAP																			
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18			
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90			

If you make the roll, you bypass the lock (the trap) and it is opened. However, the trap must first have been detected.

Furthermore, if it is a combination style lock, only a character with Science Talent can open it.

Example:

Three people - Kirk, Spock and McCoy - are walking through a passage with a hidden trap.

The GM secretly rolls a six-sided die. (He rolls a 1)

The GM says, "Spock senses something unusual in the corridor."

Spock says, "I'm looking around the corridor."

The GM says, "There is nothing obvious. The corridor is empty and extends from East to West."

Kirk says, "We look at the ground carefully."

The GM says "There is nothing that stands out".

Kirk says "We're going to look for a trap."

With Spock's LU14, there is a modifier of +25% (add to the base 30%). The GM rolls two 20-sided dice. With a 2 and a 5, the result is 25. Because the roll (25) was less than the 55%, the trap is spotted.

The GM says "You've spotted a trap."

McCoy asks "What kind of trap is it?"

The GM replies "It's a pitfall."

Kirk says "Spock, please disarm the trap."

Spock says, "Understood, Captain."

The GM says "So Spock going to disarm the trap?"

Spock says, "Yes."

Because Spock's DX is 16, the trap can be disarmed with 80 or less. The GM rolls two 20-sided dice: and 5 and a 4, 54.

GM: "You did it. The trap is disarmed."

Kirk says, "Let's move on, Spock."

Spock: "OK, Captain."

⑦ **Mechanical Control & Repair** - Although it is entirely possible to use an enemy's machines and weapons, it won't necessarily be successful. These devices cannot be used until a character with Mechanical Talent analyzes and (if necessary) repairs it.

In order to repair a device, you must roll its Repair Probability (see the Equipment List) or below on two 20-sided dice. Analysis is the same: roll the two dice under its Repair Probability and your character will understand how it works.

Example:

Scotty has brought back a small box he found on the planet surface.

The player for Scotty says "I want to analyze this."

Because Scotty has the Mechanical Repair talent, he has the ability to analyze the strange machine.

The GM consults the analysis probability for the device, according to the Scenario, and secretly rolls the two 20-sided dice. The box can be analyzed with 99% or less and with a roll of 36 the box is successfully analyzed.

The GM says, "The box can be opened. Inside are a number of small sticks which ignite when struck on the side of the box."

Scotty says, "In other words, they're matches."

The GM replies "If you say so."

⑧ **How to Use a Computer** - The character with the Science Talent can use a computer or Tricorder unconditionally.

If you can roll below the required percentage using the 20-sided dice, you can use an enemy's computer.

The data contained on the computer should be decided beforehand. The GM should answer a character's questions about the information as appropriate.

Example:

Spock says, "Captain, I wish to analyze this substance using the Enterprise's computer."

Kirk says, "OK, Spock, do so."

The GM determines that if Spock synchronizes his Tricorder with his Communicator, he can perform the analysis.

The GM (as the computer) reports, "The substance is radioactive, but presents no danger."

Spock asks "Can this be used as an alternative to Dilithium crystals?"

The GM (as the computer) reports, "Negative."

Spock asks, "Would it have any other use?"

The GM (as the computer) reports, "Insufficient data. Impossible to answer."

In this way, there is no need to provide an answer if the questions are not specific enough.

⑨ **Medical Treatment** – If a character with the Medical Talent has a Medical Tricorder and either a Medkit or Medipouch, he can treat a character who has taken damage.

Roll the 6-sided die and the resulting number is the amount of damage recovered.

⑩ **Meals and Sleep** - Every 24 hours, characters must have 3 meals and 5 or more hours of sleep. They receive 2 points of damage if they do not receive either meals or sleep.

In addition, any character that has gone without either food or sleep for three days will eventually faint and sleep for 12 hours.

⑪ **Enterprise** - If a character has a communicator, they can communicate with the Enterprise. If communication can be established, use of the transporter is possible.

Furthermore, if you are cut off from the Enterprise and a schedule and position for transport had been established in the Scenario, you can only be transported from that location.

If you can return to the Enterprise, you can eat, sleep and recover all damage (however, if you died you cannot be reanimated). Broken machines and equipment can be returned to the ship and be repaired.

7.8. Limitations of Actions

There are two possible approaches to actions: things that can only be attempted once, and those that can be tried multiple times.

Searching for a trap, attempting to disarm a trap, analyzing a machine, or attempting to operate an unknown computer are actions that may only be attempted once.

On the other hand, listening for something, looking at something, attempting to physically open a door, repairing a machine, using your own computer, performing treatment, etc. are things that be attempted as many times as you wish.

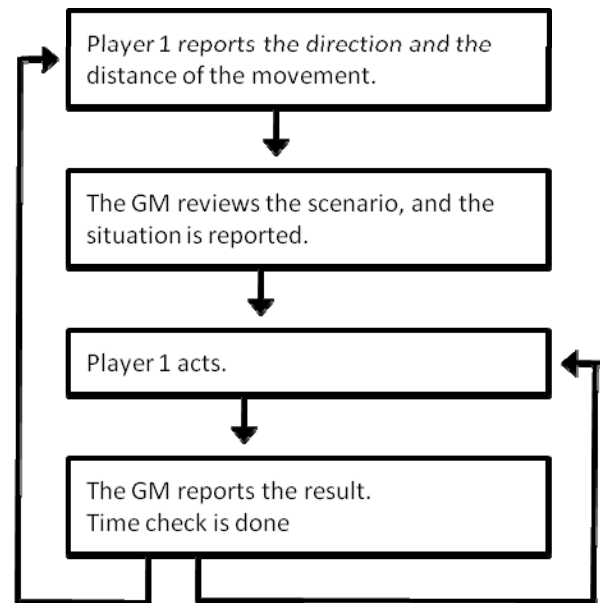
7.9. GM Options (Actions)

If the player takes an unanticipated action, the GM should immediately provide a reasonable response.

In this case, when it is possible to give a logical answer, do so.

If the player wants to do a crazy thing -- for instance, trying to destroy a table -- the GM will determine a likely probability (1 or 2 on the 6-sided die) -- and roll secretly. On a 1 or a 2, answer "It is cracked", and on a 3, 4, 5 or 6, "It doesn't break." The GM should think like a rational intermediary.

FIGURE 1 Action Procedure Flowchart



8. Encounters and Combat

While the game advances, there are times when the player characters will encounter other characters. In some cases, the character will be an ally. It may turn out to be an enemy. These encounters are the essence of the STAR TREK game. Now we will explain how to handle these encounters.

8.1. Game Master Characters

The characters in a Scenario that are controlled by the GM are referred to as non-player characters

(NPCs). In a given Scenario, these characters may remain in a certain location, or they may be wandering.

Stationary Characters are in a specific location and remain there until encountered by the players.

Wandering Characters are those not placed in a specific location of the Scenario. There is always a possibility of encountering them. Every 30 minutes (game time, of course) the GM rolls the 6-sided die. If the result is a 1, the players encounter a Wandering Character. Roll the two 20-sided dice and total the results (different than using them as percentage dice). That number is the distance of the character in meters.

For example, with a 3 and a 5 it is 8 meters. The GM should consult the Scenario for a description of the wandering character(s). If there is an indication that it is always hostile, proceed to combat immediately.

Otherwise, the character's alignment is checked, and the process of "negotiation" begins. This is called the Alignment Check for alignment and attitude. Friendship or hostility is determined by the correlation of the characters' mutual alignment and attitude.

8.2. Alignment Check

In cases where NPCs are encountered, the players decide which of their characters are in charge of the negotiation and inform the GM. The GM checks the alignment of the player character against that of the NPC and determines the resulting attitude option.

For example, if an LG player character encounters an LG NPC, and the player chooses to take an attitude of equality, negotiation may proceed amicably.

NEGOTIATION

		Non-Player Character Alignment				
		LG	LB	N	EB	EG
Player Character Alignment	LG	B	C	B	C	B
	LB	C	B	A	B	A
	N	B	C	B	C	A
	EB	C	C	A	B	C
	EG	A	C	B	A	B

A = Domination B = Equality C = Deception

Because the attitude option is a secret to the player, the player must guess the alignment of the NPC and define his approach.

If the attitude that the player chose agrees with the result of the Alignment Check, the GM determines whether the negotiation succeeded.

ATTITUDE OPTION	
A = 40%	For every 1 CH point more than the encounter partner, add 10%
B = 50%	For every 1 CH and IQ point more than the encounter partner, add 10%
C = 30%	For every 1 IQ point more than the encounter partner, add 10%

If the player succeeds in their attitude option roll, the encounter character becomes an ally of the player character. Furthermore, the NPC may eventually become an ally if specified in the Scenario, even if the rolls are failed.

In addition, a GM character can pretend to respond amicably even if the roll was failed, and betray the players later if the Scenario calls for it.

In the case of success, the player may control both the player characters and the other character for the time being.

Regardless of whether or not the Alignment Check is required, the GM should roll the 20-sided dice. Otherwise, the player may be able to discern

whether or not they were right or wrong about the attitude of the NPC.

If the Alignment Check fails, the characters begin a combat round.

Because attitude option C involves the player character being able to deceive the partner, the player must tell the GM if they intend to do so and how. If the player says or does something contradictory to the lie, the Alignment Check will need to be redone. In other words, attitude Option C is not permanent.

Example:

Three persons -- Kirk, Spock and McCoy -- are searching inside a station.

GM: "One humanoid stands in front of you, about 30m away. It appears unarmed."

Kirk: "What kind of person do you think that is?"

Spock: "Although he seems to be unarmed, it would be bad to drop our guard."

McCoy: "It would be... should we try deceiving?"

Kirk: "I'll attempt to negotiate with attitude Option C (Deception)."

The GM compares the alignment of Kirk and the character. Because Kirk is EG and the character is LB, attitude option C was the correct answer.

Kirk's IQ is 13, and the NPC is IQ11. In other words, Kirk has a +2 advantage, giving a 20% bonus to Kirk.

The basic attitude option of C is 30% and when the bonus is attached, it is 50%. Roll this or less on two 20-sided dice and they can deceive the character.

The GM secretly rolls the 20-sided dice.

The rolls are a 2 for the tens, 8 for the one, a 28 resulting in success.

GM: "You can deceive him."

Kirk says "We're here to conduct repairs on the station. Is something wrong somewhere?"

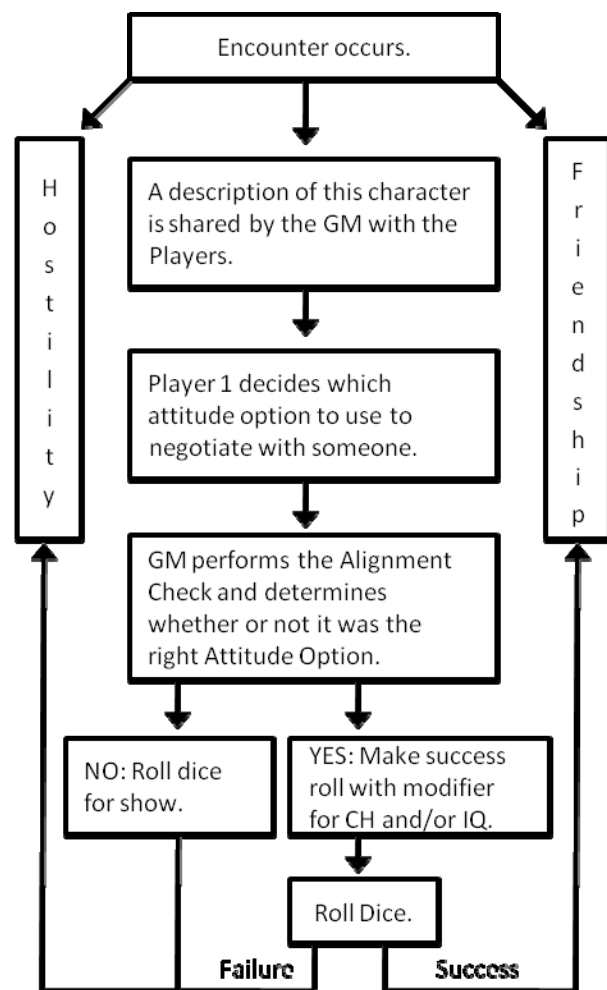
The GM as the character replies, "That's strange, there is no such place."

Kirk says "Well, we're here anyway, so we should go ahead and make an inspection."

GM as the character, "Yes, you're right. Please examine the passage."

The player is deceiving the NPC, but if they do something that contradicts the lie they've told, the GM should re-do the Alignment Check under the same conditions (attitude Option C and 50%). If it fails, the situation becomes hostile.

FIGURE 2 Encounter Flowchart



8.3. Combat

There are two types of combat. The first is ranged combat involving projectile or beam weapons, and the second is hand-to-hand combat which may involve bladed weapons.

Ranged combat is conducted at a distance, while hand-to-hand combat is possible only at 0 meters.

Combat is resolved in the following order.

① **Surprise** - This is at the first moment of the encounter. This first combat round takes place when either side attacks the other without first checking alignment, and does not allow for a counterattack.

In the 2nd round, return to normal combat procedure.

② **Combat Order Decision** - When the battle starts, each player rolls a 6-sided die. Add the result to their DX score, and combat will proceed in the order of largest values first.

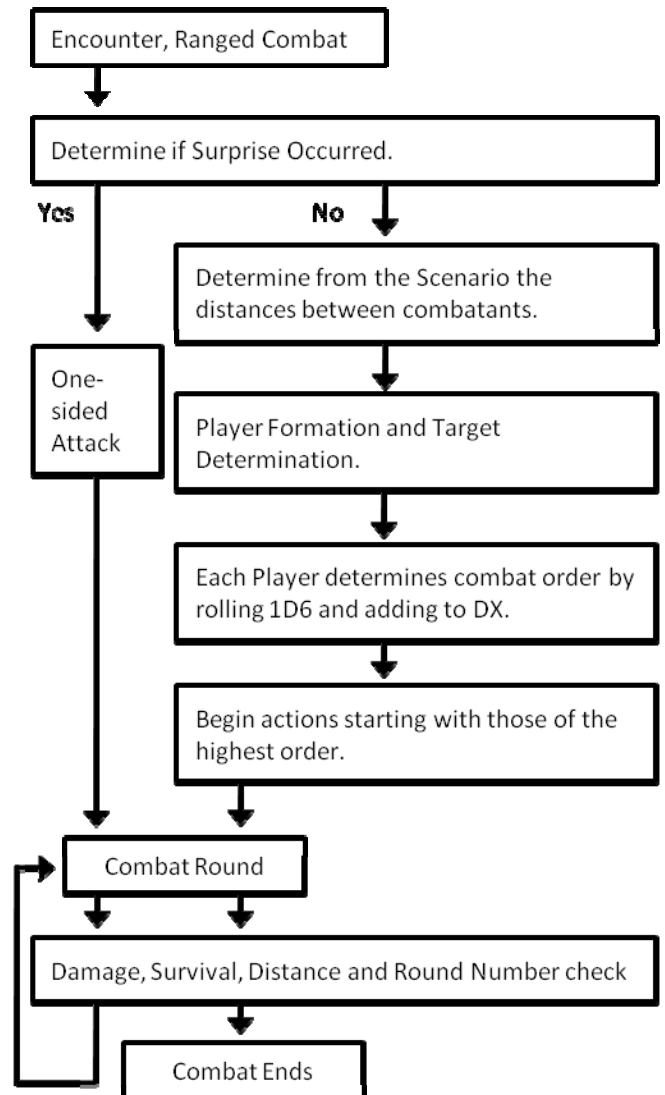
③ **Formation and Target Determination** - Characters normally form up side-by-side in threes. If there are 6 characters, they form up in two rows of three each.

When players encounter the enemy, the GM allocates the values of a 6-sided dice to the characters foremost in line to randomly determine who targets whom.

For instance, assume Kirk, Spock and McCoy encounter four enemies. To determine how they will be targeted, the GM assigns values of 1-2 to Kirk, 3-4 to Spock, and 5-6 to McCoy. The 6-sided die is rolled four times with rolls of 1, 3, 2, and a 6: the first target is Kirk, the second Spock, the third Kirk again and the fourth target is McCoy.

Naturally, when the front row consists of only one person, that person is the target. If there are two people, one person is 1, 2 and 3; and the other is 4, 5 and 6.

FIGURE 3 GM Checkpoints during Combat



8.4. Combat Round

In the Combat Round, one round is approximately 6 seconds. Therefore, if the GM feels that an action could not be completed within 6 seconds, it will be

delayed to the next round. For instance, if a character wishes to shoot after running, but the distance is long so only the movement is completed during this round.

At the end of each round, the GM checks distances and determines which characters survived.

Furthermore, within the first round, a character is assumed to be able to move up to 50m while running at their best.

Because you cannot first strike a character whose ranking is higher than yours, and you could be knocked out or killed, combat ranking is very important. Effects of battle are instantaneous. Please note that the end of the round doesn't end combat itself.

8.5. Ranged Combat

When deciding the distance between characters, check the range chart of the weapon which is used: S (short), M (mid-range), or L (long)

RANGED COMBAT CHART																	
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
S	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93	95	
M	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	
L	3	4	5	6	7	7	8	8	9	9	10	15	20	25	30	35	

If the character rolls the number or below on the chart with two 20-sided dice, it is a hit. On a hit, resolve the damage according to the damage rating of the weapon (detailed later).

In the case of a "stun" hit, damage is zero but, being unconditional, the target passes out.

You can take only one shot against one character within a single combat round.

① **Damage, inadvertent stun** - A stunned character returns to their normal state following treatment. In these circumstances, it is not necessary to roll the dice.

Otherwise, the stunned character will wake up after 1 hour.

② **Breakdown Rule** - When using a weapon and making the to-hit roll, the weapon breaks on a roll of 99.

③ **Example**

Combat Example Part 1

GM: "3 humanoids are approaching from the rear. They're about 32m distant."

Spock: "We turn around."

Kirk: "Pull out your phasers and set to stun"

McCoy: "Phaser set to stun."

The GM consults his Scenario notes. The humanoids are described as hostile.

GM: "One of the humanoids immediately takes a shot at you."

The GM looks at the DX of the three humanoids. 6, 9 and 10. The first one targets Spock.

GM: "The first one shoots at Spock." The range is M and the DX is 10. It would hit with a 31 or less, but the GM rolls an 84. "He missed. The second one fires at Kirk."

The range is M and DX is 9, requiring a roll of 28. He rolls a 6 and a 2, 62: a miss.

GM: "Another miss. The third one fires at McCoy." Because the third one's DX is only 6, he needs at 19 or less. He rolls a 51, also a miss.

GM: "Missed. It's now the 2nd round. Spock, what do you do?"

Spock: "I fire my phaser."

GM: "Whoops! You didn't prepare your phaser yet!"

Spock: "Ah, I'd put it away. I pull out my phaser."

Kirk: "Since I'm prepared, can I shoot?"

GM: "You can."

Kirk: "I fire at the first one."

The GM rolls the dice. Kirk's DX is 15, so he needs a 46 or less. He rolls 24.

GM: "You hit him. He's stunned unconscious."

McCoy: "I also fire."

The GM rolls the die, but gets a 99. The phaser malfunctions.

GM: "Whoops! Your phaser malfunctioned!"

McCoy: "I put it away..."

Another battle commences below.

Combat Example Part 2

Kirk and Spock investigate an area outdoors.

GM: "Ahead of you, two men are standing 150m away."

Kirk: "I pull out my phaser and set to stun."

Spock: "Is there any cover nearby?"

GM: "Yes, there are some small rocks."

GM: "It's about 10m away."

Spock: "Anyway, I run to the rock."

GM: "I understand."

The GM reviews the Scenario and the characters Kirk is encountering.

They are two Klingons, armed with disruptors and always hostile. They have ST of 13 and 14, and DX of 12 and 15, respectively.

Because the disruptors only have an effective range of 100m, the Klingons approach.

GM: "Roll one 6-sided die."

Spock and Kirk each roll one die and get 4 and 3, respectively.

4 is added to Spock's DX16 for 20, and 3 added to Kirk's DX15 for 18.

The GM rolls for the Klingons and gets a 2 and a 6. 2 is added to DX12 for 14, and 6 is added to DX15 for 21.

With the highest adjusted DX, the 2nd Klingon moves first. As the combat round is starting, it will proceed to Spock, then Kirk, then the other Klingon, in that order. (see 8-3 ② Combat Order Decision).

GM: "The first Klingon comes running forward."

Spock: "How far is he now?"

GM: "About 100m."

Kirk: "Your phaser is of no use holstered."

Spock: "I pull out my phaser and set to stun."

GM: "Understood."

Kirk: "I hide near a rock."

GM: "You're moving to the same place as Spock?"

Kirk: "No, a different one."

GM: "Yes, OK."

GM: "The other Klingon has come running forward."

With that, the combat round is ended. As for damage, none. Distance between the two sides is 100m. Spock and Kirk are taking cover by rocks.

GM: "We roll the 6-sided die again."

Spock rolls a 1, added to his DX16 is 17. Kirk rolls a 3, added to his DX15 is 18.

For the Klingons, a 3 and a 2. 12+3 is 15, 15+2 is 17.

Combat order this time is Kirk, then Spock, then Klingon 1 then Klingon 2. Spock and the Klingon tied with a 17, but Spock's base DX is higher so he'll go first.

Kirk: "Still 100m distant, right?"

GM: "Yes."

Kirk: "I move forward to take cover near another rock."

GM: (You quickly consult the Scenario. Because there's no precise description of the location of the rocks and the distance, you must decide how to proceed). "I'm going to roll a die, and if it's a 1, 2 or 3, it's 20m; and if it's a 4, 5 or 6, it's 30m." The GM rolls a die. It's a 4. "It's about 30m to the next set of rocks."

Spock: "I'll go there."

GM: "OK."

GM: "The first Klingon moves forward about 10m while dodging. The second moves 50m and ducks behind another rock."

Now the second combat round is finished.

Klingon 1 (ST13, DX12) is near a rock, about 20m from Kirk. Klingon 2 (ST14, DX15) is 60m ahead.

GM: "Okay, roll the 6-sided die."

Kirk rolls a 2 (17) and Spock rolls a 6 (22).

The Klingons rolls a 5 and a 2, for 17 and 17. The combat order is Spock, Kirk, Klingon 1 then Klingon 2. (Three of them had an adjusted DX of 17, so order was defined by base DX. In the case where

those were the same, the player is given preference. This is the decision of the GM).

Spock: "I aim for the dodging Klingon."

The GM passes the two 20-sided dice to Spock. The distance is 60m. If it's a Phaser II, the range is M. Because Spock's DX is 16, the probability of a hit is 49%. But because the Klingon is dodging, a penalty of 10% is applied and the adjusted probability is 39%. (see 8-7, GM Options).

Spock: "I rolled a 34. Did I hit?"

GM: "Yes, the Klingon has been stunned."

Spock: "OK."

Kirk: "I set my Phaser II to "dematerialize" and fire at the rock the other Klingon is hiding behind."

The GM hands the dice to Kirk. The distance is 20m, so the range is M. Kirk's DX is 15 so the probability is 46%. There is no modifier because the target is a rock. Kirk rolls.

Kirk: "Yes, a 28."

GM: "The rock disappears in front of your eyes. The Klingon stands there agape."

Kirk: "Is he going to shoot us?"

Spock: "It's likely he'll shoot us."

GM: "Yes, likely."

The GM rolls for the target, and a 1,2 or 3 will be Kirk, and a 4,5, or 6 will be Spock. It's a 3, which means Kirk will be the target. The distance is 20m, S range for a disruptor. The Klingon's DX is 12, so the probability of a hit is 83%. Because Kirk is taking cover behind the rock, a penalty of 25% will be applied (GM's decision). Adjusted probability is 58%. The GM rolls the 20-sided dice.

GM: (The dice are rolled. 11. A hit.) "It hit, Kirk is shot. Damage..." (he rolls one 20-sided die) "...6. How much ST does Kirk have now?"

Kirk: "It's 15."

GM: "OK, now it's 9."

Combat round three ends. Kirk has acquired 6 points of damage, Klingon 1 is unconscious, and the other stands 20m away with no cover.

Combat will continue to advance in this fashion.

Let's jump ahead to another round, this time with an example of hand-to-hand combat. The order is Spock, Kirk, and then the Klingon.

Spock: "I'll engage in hand-to-hand combat with the Klingon."

GM: "OK."

Spock's ST is 17, the Klingons is 13: a difference of 4. Therefore the hand-to-hand value is 90%.

GM: "Roll the 20-sided dice."

Spock rolls the dice and gets a 74.

GM: "You've knocked the Klingon out."

At this time, 5 rounds have elapsed, but the time passed is 1 minute.

8.6. Hand-to-Hand Combat

When the mutual distance is 0m, the characters can engage in melee. In such a case, the player declares it to the GM. The hand-to-hand combat value is derived from the difference between the current ST values of the combatants.

When the difference is 0, the probability of success is 50%. For every point difference, add or subtract 10%, and roll the two 20-sided die. If you roll below

the target number, the opponent is knocked unconscious.

HAND-TO-HAND COMBAT							
5	100%	2	70%	-1	40%	-4	10%
4	90%	1	60%	-2	30%	-5	0%
3	80%	0	50%	-3	20%		

Furthermore, if the character has a stone or a knife, there is a modifier of +1.

Also, if one rolls a 0 and a 0, the opponent has been killed.

8.7. GM Options

The GM has the option of modifying the to-hit% in combat based on the movement of a character.

For example, the GM may determine that when the target is lying prone or taking partial cover behind something, the probability may be a penalty of 10-20% less.

Don't, however, adjust it too much. A maximum of plus or minus 30% is standard.

In the standard case of lying down or hiding behind something, award a modifier of 15-25%, with the 10% difference being based on the size of the thing they're hiding behind.

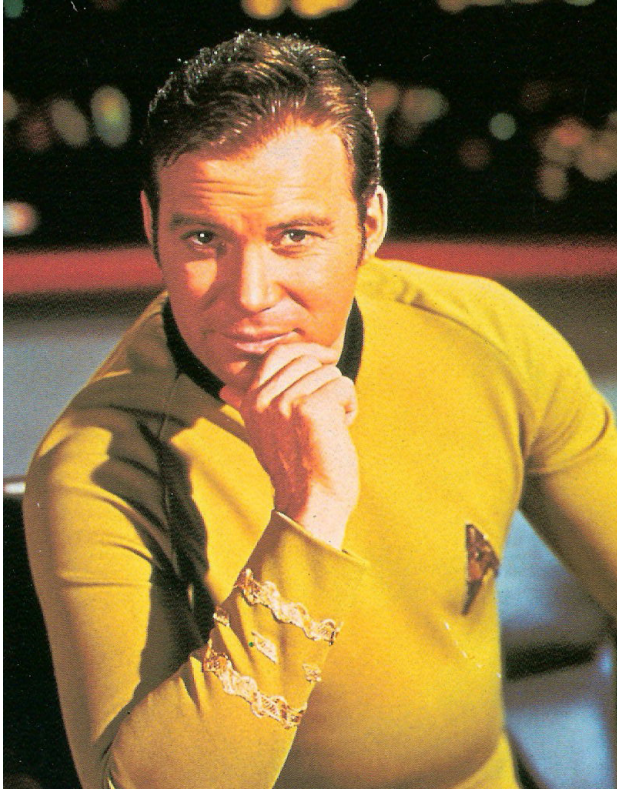
Examples:

Kirk: "I fall prone."

Spock: "I run back."

McCoy: "I take full cover behind a rock."

Because Kirk is lying down, it's a 20% to-hit penalty against the GM (he's harder to hit). McCoy can't be hit while behind the rock. There is no penalty against Spock because although he is running, he's also upright. Note these modifiers before shooting.



STAR TREK CHARACTER CARD

NAME: Spock

RACE: Vulcan

ST: 17

DX: 16 **ALIGNMENT:** LG

IQ: 15 **SPECIAL ABILITIES:**

CH: 11 Science Talent, PSY Empathy

LU: 14

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Captain James T. Kirk

RACE: Human

ST: 15

DX: 15 **ALIGNMENT:** EG

IQ: 13 **SPECIAL ABILITIES:**

CH: 16

LU: 15

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Uhura

RACE: Human

ST: 11

DX: 12 **ALIGNMENT:** EG

IQ: 13 **SPECIAL ABILITIES:**

CH: 15

LU: 14

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Dr. McCoy

RACE: Human

ST: 12

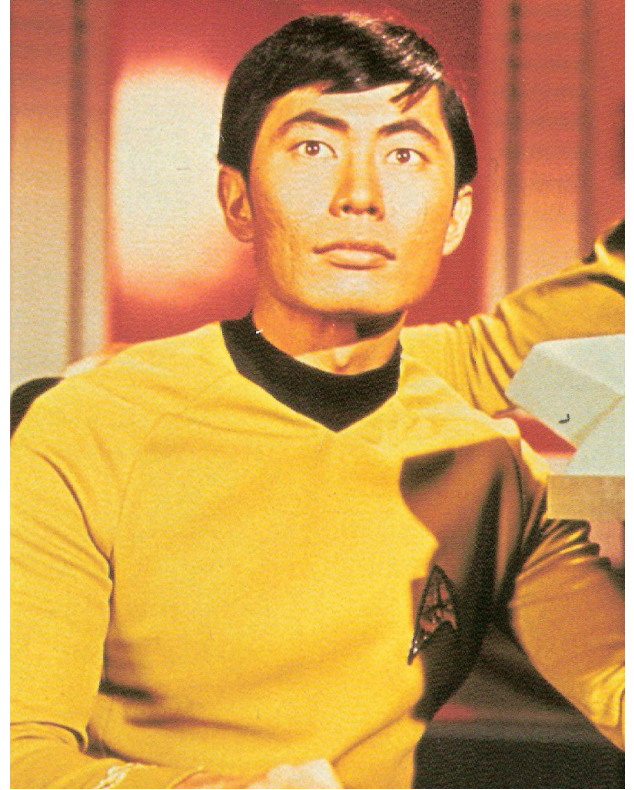
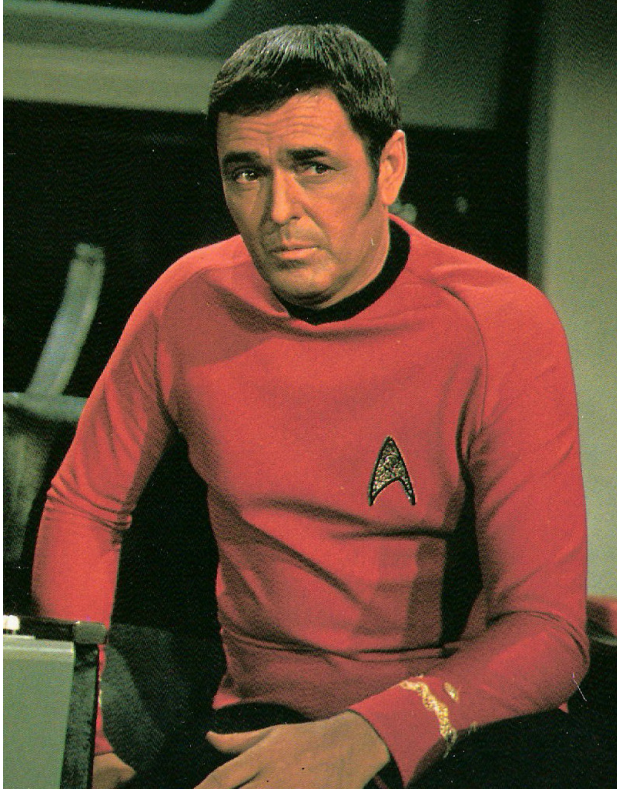
DX: 11 **ALIGNMENT:** N

IQ: 16 **SPECIAL ABILITIES:**

CH: 12 Medical Talent

LU: 16

EQUIPMENT:



STAR TREK CHARACTER CARD

NAME: Sulu

RACE: Human

ST: 13

DX: 13 **ALIGNMENT:** N

IQ: 12 **SPECIAL ABILITIES:**

CH: 10 Science Talent

LU: 10

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Mr. Scott

RACE: Human

ST: 14

DX: 14 **ALIGNMENT:** EG

IQ: 12 **SPECIAL ABILITIES:**

CH: 9 Mechanical Repair

LU: 11

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Christine Chapel

RACE: Human

ST: 10

DX: 11 **ALIGNMENT:** LG

IQ: 16 **SPECIAL ABILITIES:**

CH: 12 Medical Talent

LU: 17

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Chekov

RACE: Human

ST: 12

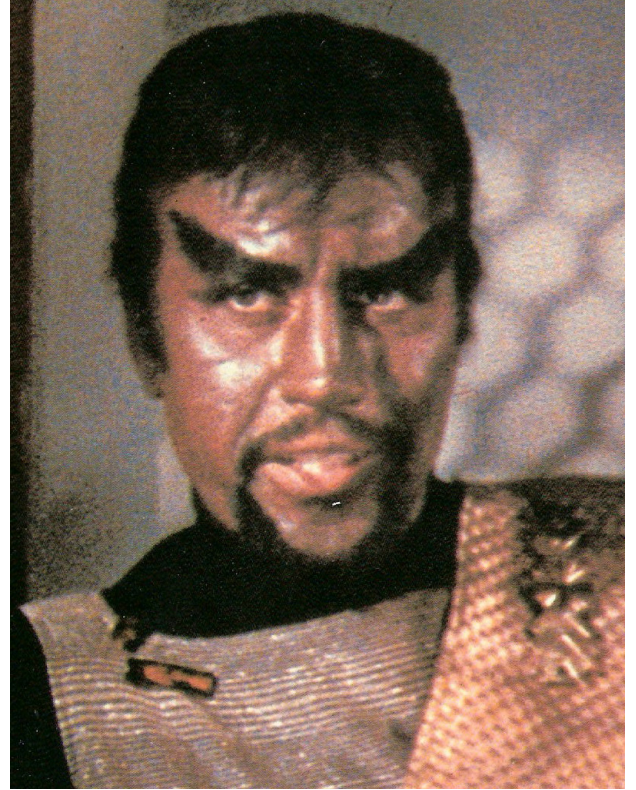
DX: 13 **ALIGNMENT:** EG

IQ: 11 **SPECIAL ABILITIES:**

CH: 11

LU: 13

EQUIPMENT:



STAR TREK CHARACTER CARD

NAME: Kang

RACE: Klingon

ST: 15

DX: 14 **ALIGNMENT:** EB

IQ: 9 **SPECIAL ABILITIES:**

CH: 10

LU: 13

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: Janice Rand

RACE: Human

ST: 10

DX: 10 **ALIGNMENT:** EG

IQ: 12 **SPECIAL ABILITIES:**

CH: 17

LU: 17

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME:

RACE: Vulcan

ST: 16

DX: 15 **ALIGNMENT:** LG

IQ: 15 **SPECIAL ABILITIES:**

CH: 10 PSY Empathy

LU: 14

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME:

RACE: Romulan

ST: 13

DX: 14 **ALIGNMENT:** EB

IQ: 10 **SPECIAL ABILITIES:**

CH: 11

LU: 12

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME:

RACE:

ST:

DX: ALIGNMENT:

IQ: SPECIAL ABILITIES:

CH:

LU:

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME: (Security)

RACE: Human

ST: 11

DX: 11 ALIGNMENT: N

IQ: 11 SPECIAL ABILITIES:

CH: 11

LU: 11

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME:

RACE:

ST:

DX: ALIGNMENT:

IQ: SPECIAL ABILITIES:

CH:

LU:

EQUIPMENT:

STAR TREK CHARACTER CARD

NAME:

RACE:

ST:

DX: ALIGNMENT:

IQ: SPECIAL ABILITIES:

CH:

LU:

EQUIPMENT:

9. Equipment List

This is a list of the available Equipment and how a character can use it.

1. **Science Tricorder** - energy source, life and materials can be discovered and analyzed. Only one with the Science Talent can use it, and the Repair Probability is 50%.
2. **Medical Tricorder** - Used for analysis of blood pressure, pulse and other bodily functions. Only those with the Medical Talent can use, and the Repair Probability is 50%.
3. **Communicator** - Used to make contact. Does not need to be routed through Enterprise to use. Everyone can use it, and Repair Probability is 80%.
4. **Medkit** - Necessary for medical treatment. Only those with the Medical Talent can use it.
5. **Medipouch** - A larger version of the Medkit. Only required for large scale operations. Only those with the Medical Talent can use it.
6. **Universal Translator** - When this is used, you can converse with various lifeforms. Repair Probability is 20%.
7. **Computer** - Supplies known information in response to inquiries. The main computer is housed on the Enterprise, and can be reached by communicator. Only those with the Science Talent can access it.
8. **Contamination Suit** - Used to protect oneself in areas contaminated by pathogens or radiation.
9. **Environmental Suit** - a spacesuit which has a life support system.
10. **Cutter Beam** - Cutter for construction, used for extremely short distance. It is not possible to use in melee.
11. **Klingon Armored Vest** - Klingon's personal armor. It is bulletproof. Prevents damage from non-energy weapons.
12. **Type I Hand Phaser** - Damage is divided between 4 settings (selected beforehand), and Repair Probability is 30%
 - **Stun** – effective range 30m. The other party faints unconditionally when hit.
 - **Destruction** – Effective range 20m. Damage is resolved by one 20-sided dice.

- **Dematerialize** - Effective range 10m. The material disappears when hit.
- **Heat** - Effective range 1m. The target is warmed up.

Range	S	M	L
	0 – 6 m	7 – 23 m	24 – 30 m

13. **Type II Hand Phaser** - general phaser, pistol type. Damage is the same as Type I, but range changes.
 - **Stun** - effective range 90m.
 - **Destruction** - Effective range 60m.
 - **Dematerialize** - Effective range 30m.
 - **Heat** - Effective range 2m.

Range	S	M	L
	0 – 18 m	19 – 71 m	72 – 90 m

14. **Phaser Rifle** - The range is different, but damage is the same.
 - **Stun** - effective range 150m.
 - **Destruction** - Effective range 100m.
 - **Dematerialize** - Effective range 50m.
 - **Heat** - Effective range 4m.

Range	S	M	L
	0 – 30 m	31 – 119 m	120 – 150 m

15. **Stone** - Literally, a rock. 1 damage point. Hand-to-hand fighting bonus +10%

Range	S	M	L
	0 – 4 m	5 – 15 m	16 – 20 m

16. **Pachinko** (A-un or sling) - A throwing stone. The acceleration increases the damage a little. Damage 2 points.

Range	S	M	L
	0 – 10 m	11 – 39 m	40 – 50 m

17. **Bow** - Damage 4 points.

Range	S	M	L
	0 – 14 m	15 – 55 m	56 – 70 m

18. **Pistol** - 5 damage points. Repair probability 80%.

Range	S	M	L
	0 – 10 m	11 – 39 m	40 – 50 m

19. **Machine-gun** - Damage 6-sided die points, +1 if target is prone. Repair probability 80%.

Range	S	M	L
	0 – 20 m	21 – 79 m	80 – 100 m

20. **Rifle** - 5 points damage, Repair Probability 80%

Range	S	M	L
	0 – 60 m	61 – 239 m	240 – 300 m

21. **Disruptor** - The conventional weapon of the Klingons. It has the same effect as a phaser on setting 2 (destruction). Damage is determined on a 20-sided die. Repair Probability is 30%.

Range	S	M	L
	0 – 20 m	21 – 79 m	80 – 100 m

22. **Photon Grenade Launcher** - The small photon mortar. It can destroy even a hill with one shot. Effective range is 500-2000m. It cannot be targeted within less than 500m.

23. **Shortsword** (dagger) - using it gives +15% in hand-to-hand.

24. **Sword** - using it gives +20% in hand-to-hand.

This is the end of the list of equipment, and you may add anything that would usually be available. The GM should permit it as long as it does not interfere with the Scenario.

10. Alien List

Although this list gives the basic default alignments, Scenarios generally outline the connection when you meet.

1. **Andorian** - Humanoid. Pale skin, white hair and antenna on both sides of the head. Member of UFP. The alignment is N. In character creation, they receive a bonus of +1 in ST and DX.

2. **Talosian** - Humanoid with the Empathic ability. Alignment is N.
3. **Romulan** - Humanoids. They are similar to Vulcans, but do not have PSY abilities. Alignment is EB. In character creation, they receive bonuses of +2 to ST, and +1 to DX.
4. **Metron** - They have Telekinesis Ability. Their alignment is EG. However, they are not young.
5. **Eugenics Superhuman** - Genetically engineered human race that is superior to man. Khan is their leader. Their alignment is LB. In character creation, they receive +2 bonuses to ST, DX and IQ.
6. **Organian** - They have the Energy Manipulation talent. Their alignment is LG.
7. **Klingon** - Humanoid. Not competent at PSY. Their alignment is EB. ST and DX are +1.
8. **Medusan** - Non-humanoid. Alignment is LG. They have the Telepathic ability. However, if an ordinary being sees them, the being will go insane. Medusans are sensitive to the astrology of the universe.
9. **Melkotian** - They have Material Manipulation and Telepathic ability.
10. **Tellarite** - Humanoids with the aspect of a pig. When character making, they receive a penalty of -2 to CH.
11. **Zetarian** - Colored energy being with Material Manipulation power and an alignment of LG.
12. **Gorn** - lizard-like humanoids that are larger than human beings. Alignment is EB. +3 bonuses to ST and DX.
13. **M113 Monster** - It has a transformation ability. It cannot live without sodium.
14. **Horta** - (non-humanoid) - It has the Telepath Ability. Alignment is EG.
15. **Vulcan** - Humanoid. They have the Empathic ability. Their Alignment is LG. ST, DX and IQ is +2.

This completes the list of aliens that may appear in STAR TREK. As there are many other aliens and characters, you are encouraged to review stories and create your own. In addition, you may choose different alignments than those provided on this list.

11. Creating Scenarios

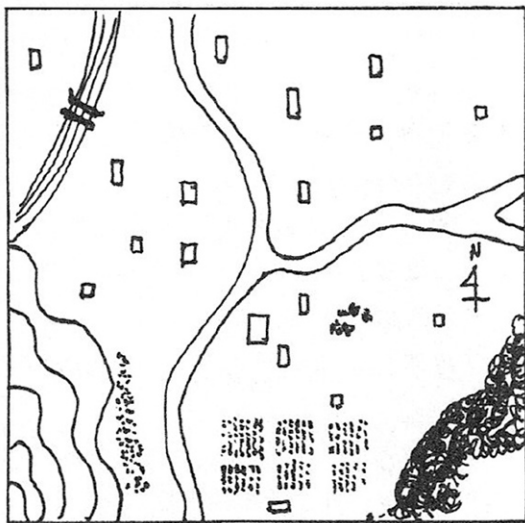
As mentioned previously, in addition to the rules required to play the game, we'll illustrate how to create an original Scenario.

Custom Scenarios involve making a story and maps, setting up enemies and wandering characters, writing up the GM characters and the specification of the mission(s). If you make the Scenario either too difficult or too easy, it's not interesting for the player. Creating a Scenario with just the right balance is what makes a good GM.

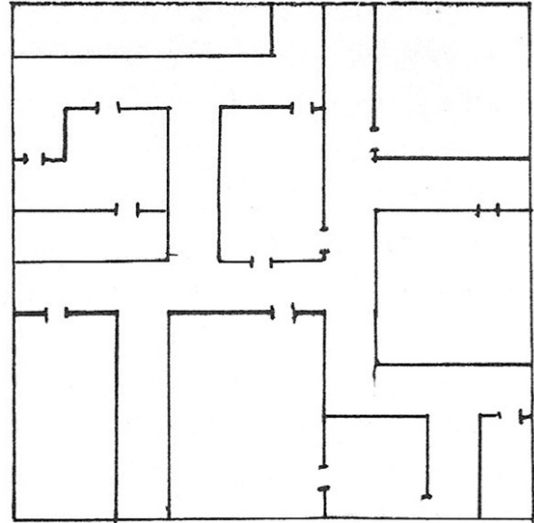
11.1. Maps

Grid paper is usually used for the creation of a map. It is generally easiest to use the scale of 1 square = 100m for the outdoors, and 1 square = 10m indoors. It is not necessary to specify a geographical feature for each square on the grid. However, for a building it is probably best to divide the rooms by the grid as much as possible.

Drawing the more detailed map for a building (which is likely to be the main stage of a Scenario) will be explained after showing a large outdoor map first.



Map 1



Map 2

* If it's necessary for the map, items such as tables and chairs can be drawn for further detail.

11.2. Numbered Squares

Once the map is finished, you stock the squares with specific items.

Squares of note on the grid are numbered for reference and the contents of each are recorded on a separate sheet of paper. For instance, let's assume we want to position 10 Klingons on certain squares. Label the squares, and on a separate sheet of paper record the corresponding numbers and list the details for the 10 characters -- ST, DX, IQ, CH, LU, Special Abilities, Alignment, Equipment -- and any special information (for example, details of the key) that needs to be kept in mind.

Further, when traps or special details are placed in certain squares, make sure these are recorded. In the case of a strange machine which needs to be analyzed, it is especially important to determine the probability of repair. The % required is completely up to the GM, but if it's important to the Scenario that the players succeed, it's best to set a high %.

Special features of traps should also be described. It may be one that inflicts no damage, but leaves no room for movement. Otherwise, you may determine the damage inflicted by a trap with the 6-sided die.

11.3. Enemies

You can determine which enemies are in a numbered square in the following way.

LU, Alignment and Equipment must be determined.

First, please decide the number of enemy characters. The number of enemy characters encountered should be balanced against that of the player characters. Roughly, the GM should balance the total values of ST, DX, IQ, CH and LU of the two sides.

Characters of the same rank will generally have attribute totals of about 50. However, some beings on the Alien List have bonuses that will result in the total being quite large.

Therefore, when you encounter a Gorn, the sum total of its attributes may not be 50. With the +3 bonuses, it's adjusted to 56.

If the number of people are twice that of the player characters that individually have totals of around 45, then the GM characters might only total 40. It may even be necessary for the encounter character to be just one strong enemy, especially when they have a powerful Matter or Energy Manipulation ability.

Because Alignment in encounters becomes important in the game, please determine and note it.

When a strong enemy is created, you must leave some possibility for some way in which the players can win.

This is most easily accomplished by assigning them a handicap that makes them subject to the effects of a weapon, and so on.

Wandering Characters - More than a couple of wandering characters (or monsters) can be assigned to a Scenario. They are not assigned to specific squares, but rather are randomly encountered in certain areas of a map -- for instance, the forest or a spaceship -- and will be encountered according to the roll of a die.

Wandering characters should also not be made too strong. The method of creating them is similar to that of enemies. And, based on an Alignment Check, there's always the possibility that a wandering character can become an ally.

If a wandering character appears once, it will not appear a second time. However, it is possible that many sets of that character have been prepared and designated to appear in the area.

11.4. GM Characters

When a certain NPC is required within a Scenario, the GM can play the character. For example, the enemy character that betrays his allies to the Players' side can still be a GM character. GM characters are appointed in advance for the Scenario. Their ST, DX, IQ, CH, LU and Special Abilities and Alignment are created in the same way as enemies are.

Furthermore, when players encounter one of these characters, an Alignment Check may be done but the GM need not be concerned with the actual result. Since the player is unaware of the result, the GM should follow the procedure of the check, then proceed to play the character out.

11.5. Mission

The Scenario can have a mission. As the purpose of the Scenario, accomplishing a mission is an element of what makes the game fun.

Any mission must have the possibility of being accomplished successfully.

In general, you should generally prepare 3 possible solutions for any one mission.

It's effective to use the NPC characters as a way of imparting hints about the solution to a mission.

Please decide the place, objective and time restrictions for any mission in advance.

11.6. Conditions

When the Scenario is designed, the conditions of the setting must be determined. When compared to Earth, conditions such as temperature and gravity may change a little based on the situation.

One important thing is to decide visibility. Visibility may be reduced to near 0m due to conditions such as darkness or fog.

In this case, please determine the visibility according to some rank in advance.

The grid is still fully illustrated even when visibility is at its lowest.

In addition, it's possible to create situations where the state changes, such as air and the like.

11.7. About Scenario Creation

STAR TREK has many stories, and the GM should consider the various Scenarios and settings from amongst these stories.

This game says little about how to create a detailed Scenario, but the GM should use their initiative to

look at these stories to determine what would be fun.

11.8. Before Beginning

Please obtain scrap paper and water-soluble felt tip markers for use with the Character Cards. They are not included with the game.

TREK Characters and Card Data

Captain James T. Kirk Race: Human
ST15, DX15, IQ13, CH16, LU15
Alignment EG; Special Abilities: -

Spock Race: Vulcan
ST17, DX16, IQ15, CH11, LU14
Alignment LG
Special Abilities: Science Talent, Empathy

Dr. McCoy Race: Human
ST12, DX11, IQ16, CH12, LU16
Alignment N
Special Abilities: Medical Talent

Sulu Race: Human
ST13, DX13, IQ12, CH10, LU10
Alignment N
Special Abilities: Science Talent

Uhura Race: Human
ST11, DX12, IQ13, CH15, LU14
Alignment EG; Special Abilities: -

Christine Chapel Race: Human
ST10, DX11, IQ16, CH12, LU17
Alignment LG
Special Abilities: Medical Talent

Mr. Scott Race: Human
ST14, DX14, IQ12, CH9, LU11
Alignment EG
Special Abilities: Mechanical Repair

Chekov Race: Human
ST12, DX13, IQ11, CH11, LU13
Alignment EG; Special Abilities: -

Janice Rand Race: Human
ST10, DX10, IQ12, CH17, LU17
Alignment EG; Special Abilities: -

Security Race: Human
ST11, DX11, IQ11, CH11, LU11
Alignment N; Special Abilities: -

Kang Race: Klingon
ST15, DX14, IQ9, CH10, LU13
Alignment EB; Special Abilities: -

Race: Romulan
ST13, DX14, IQ10, CH11, LU12
Alignment EB; Special Abilities: -

Race: Vulcan
ST16, DX15, IQ15, CH10, LU14
Alignment LG
Special Abilities: Empathy

Please use the two extra cards that have been included for use when creating your own characters.

12. Game Master's Reference

1. SPECIAL ABILITIES

Mechanical Talent

REPAIR SKILL ACQUISITION TABLE																	
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	

Medical Talent

TREATMENT SKILL ACQUISITION TABLE									
IQ	10	11	12	13	14	15	16	17	18
%	0	10	20	30	40	50	60	70	80

Science Talent

SCIENCE SKILL ACQUISITION TABLE																	
IQ	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	

PSY Talent

00-49	Empathy
50-79	Telepathy
80-89	Teleport
90-94	Telekinesis
95-97	Clairvoyance
98	Matter Manipulation
99	Energy Manipulation

2. ACTIONS

Instant Action: 0 Seconds

Typical Action: 5 Seconds

Movement:

- Plains or Grass: 100m per Minute
- Mountain, Forest, River: 2x, respectively
- Building: 10m per Minute

Door (listen): 1D6, audible on a roll of "2"

Door (open): 1D6, opens on a roll of "2"

Hidden door or trap: 1D6, sensed on "2"

Hidden door or trap: Found based on modified LU roll, below. Basic 30% + modifier (2D20)

DISCOVERY OF TRAP CALCULATION					
LU	10	11	12	13	14
%	+5%	+10%	+15%	+20%	+25%
LU	15	16	17	18	-
%	+30%	+35%	+40%	+45%	-

If not detected, roll to avoid (roll 1D6 damage on failure)

AVOID TRAP																	
LU	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	

3. COMBAT

Cross-ref weapon range against DX, roll 2D20 under %

RANGED COMBAT CHART																	
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
S	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93	95	
M	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55	
L	3	4	5	6	7	7	8	8	9	9	10	15	20	25	30	35	

Hand-To-Hand Combat (ST – ST), roll 2D20 under %

HAND-TO-HAND COMBAT							
5	100%	2	70%	-1	40%	-4	10%
4	90%	1	60%	-2	30%	-5	0%
3	80%	0	50%	-3	20%		

To open lock or trap without tripping it:

BYPASS LOCK OR TRAP																	
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	

NEGOTIATION

		Non-Player Character Alignment				
		LG	LB	N	EB	EG
Player Character Alignment	LG	B	C	B	C	B
	LB	C	B	A	B	A
	N	B	C	B	C	A
	EB	C	C	A	B	C
	EG	A	C	B	A	B

A = Domination

B = Equality

C = Deception

A = 40%, +/- 10% for each CH point difference

B = 50%, +/- 10% for each CH and IQ point difference

C = 30%, +/- 10% for each IQ point difference

STAR TREK™

ENTERPRISE™

シナリオNO.1

「ただよう指輪」

GAME MASTER ONLY!!

STAR TREK RPG SCENARIO

"The Drifting Ring"

CAPTAIN'S LOG

Stardate 3205.6, Record of Captain Kirk

We are in pursuit of a spectacle beyond compare.

The Enterprise discovered it while exploring within UFP territory near the Klingon border.

It possessed a remarkable velocity that, in many ways, could not be believed.

Spock judged that it must be an artificial satellite powered by some kind of technology.

But the size!

It did not seem conceivable to me that this was a ship, dozens of times larger than our own Enterprise.

Once it was before our eyes, however, our suspicions were confirmed.

Now this enormous torus with a diameter larger than 10km is before us.

Bones calls it "The Drifting Ring".

However, "The Ring" is hurtling toward Klingon territory. This is our pretext, and we have no way of knowing how they'll react. We must investigate and stop the Ring.

And we must do it as quickly as possible...

NOTE: Unless you are the Game Master, do not read further!

1. Introduction

This is the first Scenario for the STAR TREK Role Play Game. This supplement has one story in one volume.

The GM should read the scenario and after checking the maps, notes about characters and so on, begin the game.

There is neither victory nor defeat in an RPG. It is a game in which the GM and the players take the scenario and complete the story together.

2. Situation

This game begins at the point where the Enterprise has encountered a huge object they call "The Ring". The object is a toroidal spacecraft that generates its own gravity through rotation, and was designed to internally house living beings.

Although this spaceship has a diameter greater than 10km, the Scenario takes place inside the Ring, within the 15x22km area shown on Map 1.

In terms of conditions, it is almost the same as Earth but there is no light.

2.1. The Creation of the Ring

In ancient times, there was a race - the RINGERS - who lived near the center of the galaxy. They realized they were increasingly in danger from a series of supernovae near the center.

As a result, they mobilized the technologies of all of the planets under their control, and these RING MASTERS constructed a huge generation starship. Aboard it they placed all available samples of nature: some into storage, some into hibernation, and some as genetic data. With that, they aimed their ship outward and flew further out into the galaxy.

Their goal was to be able to completely recreate their own worlds, and for that reason the enormous starship was stocked with the flora and fauna of their planets.

2.2. Inside the Ring

As for the Ring, a reproduction of the environment of their main planets occupies the largest portion of the internal area of the annulus. A central capitol area is surrounded by farming ground. The habitat is completely self-sufficient apart from energy, which is generated by an anti-matter reaction engine located on the exterior of the ship. All life on the inside is protected from the cold exterior of space.

Additionally, there is the structure known as the Control Center in the spaceship.

2.3. History of the Ring

When the Ring first departed, things were peaceful. A city grew around the Capitol and farming thrived in the surrounding areas. The people flourished, lived their lives, reproduced and intended to do so until they arrived at their destination.

In the Capitol, the politicians governed to maintain the balance between production and consumption, but what was taking place within the Control Center was a secret.

The Control Center housed controls for navigation of the ship and the maintenance of life support. Soon the Ringers began to forget about their journey and even the fact that they were in a man-made object.

Therefore, in an attempt to maintain the same state, the leaders decided to allow their people to believe that this was their only world, and would keep it this way until they were ready.

The residents of the Control Center kept their real work hidden, and enjoyed their lives within the Capitol.

Over time, the Ringers stopped thinking about the long journey and the true nature of their environment altogether.

Only a small number of people in the Capitol knew the truth.

At one point, the speed of the Ring was greatly slowed due to its impact on the life support system.

Then, 200 years ago, a Control Center pilot named TOUMI began to go mad from claustrophobia, and aligned himself with rebel elements in the Capitol. A revolt finally happened.

Led by a man named TEPERIU, the rebels seized the Capitol and TOUMI simultaneously opened up the Control Center.

After a great deal of destruction, the rebellion was suppressed and TEPERIU and the others escaped to the Control Center. However, TOUMI had cut the power to the Ring habitat causing all systems to stop, the artificial sunlight to go dark and the life support systems to fall into chaos.

TEPERIU's rebels fought the Ring Master Captain and his group within the Control Center and seized victory through superior numbers, but TEPERIU and the Captain were killed in the battle. Most of those who knew the truth of the Ring were killed and the lone insurgent TOUMI fled outside, leaving behind only rebel soldiers who knew nothing.

Furthermore, as a side-effect of a biological weapon TEPERIU had used, the intelligence of the survivors decreased considerably, leaving no one in control of the Center.

Driven by fear from the loss of power and artificial light, the people outside became a mob and destroyed the Capitol.

Not understanding what had happened, the culture quickly collapsed as people separated into barbaric groups.

Many animals died, and others changed into frenzied predators.

The survivors divided into three groups: one group in a forest to the northwest; TOUMI's group in the northeast mountains; and the last in the hills to the south.

An eternal night had fallen, leaving only primitive life and a sun that would not rise for hundreds of years...

2.4. Conditions Inside the Ring

Everything including official buildings is dark for the reasons outlined above. The temperature has been maintained at 20°C by a fail-safe system that engaged when life support was damaged. Gravity is stable, though somewhat lower than the 1G of earth.

Ringers are humanoids, but taller due to the lower gravity within the Ring. Their faces are pale and at first glance, they appear quite weak. Although their minds have degenerated, there are those with intellect and language who lead. They have only the most basic knowledge about the Ring.

3. When Playing the Game

The GM must pay close attention to the following points during the game.

3.1. About Visibility

Because the game is set in darkness, use the visibility rules outlined below.

In "Open Adventure" (wilderness areas), visibility is within the one square the characters occupy.

In "Closed Adventure" areas such as structures, visibility is limited to 100m.

When characters have no lighting equipment at all, nothing is visible.

As the inside of the Control Center is illuminated, visibility is not limited.

3.2. Lifeforms that Appear

A. Ring Beast

Animal that walks on four feet. The average length is 3m. ST is 16 or more. DX is only 8 or 9. Even then, there are times when it can move quickly. If characters mount it, then they can travel at 1km per hour. It does not use a weapon (only hand-to-hand combat is possible).

B. Ring Killer

An animal that moves on four feet. Length is 2m. ST and DX are both 12. However, the fangs are poisonous. In hand-to-hand combat, the character may take 5 points of damage and faint (the Ring Killer does not faint). It is impossible to tame it.

C. Ring Demon

An avian that has sharp talons. It is 3m in length. It flies very fast, resulting in a 20% penalty when trying to shoot it. If hand-to-hand combat results in a "faint" result for your character, instead roll the 6-sided die for damage (you don't faint).

D. Ring Monkey

It has four hands and throws stones. Because it is hidden in the forest, it cannot be found. When light is directed on it, it escapes. It has a DX18 and always throws within M range. However, because it is so well hidden in the woods, it can never, ever be hit by shooting characters. (This should not be disclosed to the players).

3.3. Characters of Note

A. Village Elder

ST5, DX6, IQ10, CH15, LU6, Alignment N. If he can be made an ally, characters can move freely through the village in the forest.

B. TSURISUPU

ST6, DX8, IQ13, CH9, LU6, Alignment EB. Regardless of Alignment Check, he will lie and tell the characters, "The Capitol is to the north."

C. SAMINI

ST6, DX8, IQ7, CH12, LU15, Alignment EG, PSY Talent Telepathy. When there is a successful Alignment Check between her and Kirk, she will follow him unconditionally. For other characters, it is a normal Alignment Check. (However, do a good impression of succumbing to temptation). The Telepathy can be used any number of times. She is a beautiful 16 year old girl.

D. TOUMINIO

ST12, DX8, IQ11, CH10, LU10, Alignment LG. Descendant of TOUMI. He is the leader of the mountaineers. If you can make an ally of him, you may move freely through the mountaineers' hole.

In addition, as long as there are no particular directions for a named character, and the Alignment Check is successful, their actions are carried out as a player character.

3.4. Special Equipment

A. Stagnant Space Generator

The Stagnant Space Generators (Stasis Generators) can delay the passage of time in an unlimited fashion within the specified range. Living things within the field don't age. It is possible to accurately analyze using a Science Tricorder. Repair is impossible.

B. Force Field Generator

This is a type of barrier. When a wall is created using this, nothing can pass thru. Repair is impossible. Analysis is 80%.

C. Stun Rifle

The range is the same as a rifle. It can be shot three times. It only stuns, and can be recharged. Analysis at 90%, repair at 60%.

3.5. Special Rules

While in Open Adventure areas, you can move 1 square every 2 hours if the square is not being searched; but if you are not actively searching while in squares marked with a "*", you will not discover the thing that may be there.

Active search takes 3 hours per square. (It takes 3 hours in addition to movement).

Moreover, in Open Adventure areas, the GM should roll for wandering monsters once every 6 hours.

Since some wandering monsters (such as the Ring Monkeys) always escape, they may re-appear any number of times.

SCENARIO

4. Open Adventure (Map 1)

This whole area is the main stage of the adventure. The map is Figure 1, and the scale is 1 square=1km. To cross a square in plains terrain on foot takes 2 hours, 3 hours if actively searching the square, or 1 hour if riding a Ring Beast. Because it is dark, visibility is limited to the square you currently occupy.

* Please make these details clear to the players, and that they can only make discoveries within a square when they are actively searching.

The general geographic features of the area include a forest to the northwest, mountains to the

northeast and hills to the south. Grassy plains are split by a flowing river. Surrounding the Capitol buildings are ruins of a city and abandoned farm boundaries.

There is a big temple in the east, and the ruins of the Capitol lie to the west of that.

First of all, the GM should inform the characters that there are heat sources in northeast and the northwest. Should the characters attempt to leave the boundaries of the map (north, south, east or west) tell them, as a communication from the Enterprise, "There seems to be nothing of interest."

The initial transporter "Landing Point" is shown on Map 1. As long as the characters have a communicator, transporting back to the Enterprise is possible.

However, this is the one time the characters can transport to a previously unexplored square.

4.1. The Forest

Area 1 *

There is a small concealed door in the forest. It is computer locked. It cannot be forcibly opened.

Inside is a Life Retention Vault for intelligent beings. The society of 10 million Ringers hibernates in stasis.

In order to revive them, the revival machine in the Control Center (Area 13) or in the Open Adventure area (Area 15) will be required.

Its contents are not understood unless checked with the computer. Analysis is 70%.

Area 2 – Ring Beasts (2)

One with ST18, DX8 and the other ST17, DX9.

They always linger in this area. At first they are 200m away. Within one combat round, one will approach within 50m.

Area 3 – Ring Monkeys (3)

Each one will throw 4 stones (12 total). As they are hiding in trees, they cannot be found. If light is turned onto them, they will flee.

Area 4 * – 2 Ringers (a man and a woman)

ST10, DX16, IQ8, CH8, LU4 and ST8, DX12, IQ7, CH11, LU5; Alignment is EG for both. They appear friendly. When one succeeds in the Alignment Check, RITOMO will tell you "There are souls in the ground to the north." They don't know anything else of significance, have no weapons and will not leave the area.

Area 5 – Swamp

This is a large swamp. If a character approaches the edge, a tentacle will come out. The character will be dragged into the swamp and die if they don't cut themselves free within 3 rounds. It starts 10m away from the character. It will release if 3 points of damage are inflicted. Stun is ineffective.

Area 6 – Village

See Map 2

Area 7 * – Trap

A pitfall to trap animals (refer to Rule 7-7).

Area 8 *

The forest ends and there is an artificial wall. It is a nourishment supply system that runs underground. It runs and exhibits automatic operation, but cannot be stopped manually.

Area 9 *

Meteorite repair site. The GM rolls the 6-sided die and on a 1 or a 2, the characters find a computer that was dropped. Repair at 90% and analysis at 90%. When both succeed, further use of all Ring computer systems will be easy. However, no significant data can be found on this computer.

Wandering Monsters of the Forest

Ring Monkeys (5) - every 6 hours (game time) roll a 6-sided die. On a result of 1, there is an encounter.

They may appear any number of times. They throw stones at M range. DX18.

4.2. The Mountain

Area 10 * – Mountaineers' Storage Hole

There are five mountaineers. They have ST14, DX9, IQ9, CH11, and LU8. Alignment is N (all members are the same). They are aggressive, and will attack before Alignment is checked.

Area 11 * – Trap

A deep pitfall trap. Even if someone remains above, the victim will require a rope to get back up.

Area 12 * – TOUMINIO

ST12, DX8, IQ11, CH10, LU10 and Alignment LG. There is no tension. If he can be made an ally, he'll take you to Area 13. In that case, characters may move freely in "the Hole". He has a bow. He is 30m distant when first encountered.

Area 13 – Village of Touminio

See Map 3

Area 14 – Ring Demon

ST15, DX16, and has sharp talons. It moves very fast, so a character shooting at it suffers a -20% penalty to hit. When first spotted it is 200m away. When the combat round begins, it has approached by 100m.

When being knocked unconscious in hand-to-hand combat, the character instead rolls for damage on a 6-sided die (you don't faint).

Area 15 * – Ring Demon's Nest

There are three offspring of a Ring Demon in the nest. Each is 1m in length. They cannot attack nor can they fly. A Ring Demon attacks if you approach the young. However, if you defeated it in Area 14, you won't meet it here.

There is a machine in the nest. Its Analysis Factor is 60%.

This is the machine which could revive those preserved in Open Adventure Areas 1 and 19.

Area 16 * – The Tower

A 20m x 20m x 100m tower. An obscure glyph is etched on the surface. It cannot be deciphered. This is the only evidence that there has been an intruder within the Ring in the past (though it is not related to this Scenario).

Area 17

Same trap as in Area 11

Area 18 *

Collapsed rock and gravel hide a similar trap as in 11. However, there is no method of disarming it. If the characters see it and do not approach, there is no problem. If they do, then there is no way out short of transporting.

Area 19 *

There is a small entrance with a combination lock. It cannot be forcibly opened. Inside is a vault containing a multitude of non-intelligent species preserved in stasis. The machine of Area 15 or the device in the Control Center Area 13 is needed for revival. This is only understood if you check on the computer in the vault, which can be deciphered based on 70% analysis.

Wandering Monster of the Mountain

Ring Demon (1) - ST14, DX12.

4.3. The Plains

Area 20

Ring Killers (5) - 100m distant in the grass. ST and DX for the five are 15, 14, 12, 16, and 8 (ST and DX values are the same for each). They are unconditionally hostile and will attack. When the result of hand-to-hand combat is fainting, the character also takes 5 points damage. They approach by 30m in the first combat round.

Area 21

Ring Killers (6). They are 300m away. (ST and DX are the same). ST and DX are 13, 15, 14, 11, 10, 10.

Area 22 *

The remainder of a decayed vehicle is here outside the ruins of the Capitol (Section 5.3, Map 4). Repair Factor is 10%. It can be fixed, but because its power supply is nearly depleted, it will only operate for 3 days. It moves a 1km every 30 minutes, and carries up to 6 passengers. Anyone can operate it.

Area 23 – Warehouse Ruins at the Border

200m x 200m x 10m. It is empty. However, there are innumerable Ring Monkeys. They run away if light is turned on them. You cannot hit them if you shoot. Anyone in the warehouse will take 1 point damage (from thrown stones) per combat round.

Area 24 * – Bridge

This is a large bridge, able to support the weight of whatever you are riding.

Area 25 * – Bridge

A small bridge. Whenever a person crosses, roll the 6-sided die. On a 1, the bridge collapses. The character falls into the river and is swept to Area 24. They receive no damage.

Area 26 – Ring Beasts (10)

All ten have ST16 and DX10. They are 500m away, and approach 20m per combat round. They can be ridden very easily. (Characters may approach and stun them for this purpose.)

Area 27 * – Bridge

A good bridge that will support whatever is on it.

Area 28 * – Strong Bridge

This bridge can handle whatever weight is put across it.

Area 29 *

There is a small raft. It can hold up to 6 people. It can be ridden to the other bank. However, the GM should roll the 6-sided die and on a 1, it tilts over

and everything will sink into the river other than the Communicators, Phasers, Tricorders and the Medipouch.

In this case, the characters are swept by the current to Area 28.

Area 30 * – Bridge

A large bridge

Across the plains, farmland and ruined houses are scattered. The GM should feel free to choose whatever technique he would like to describe it.

Wandering Monsters of the Plains

Ring Killers (2) - ST16, DX12 and ST12, DX10.

4.4. The Hills

Area 31 * – Clan of Hill People

KANIKUSU (ST12, DX9, IQ10, CH10, LU10, Alignment EB)

SARIO (ST10, DX8, IQ5, CH6, LU9, Alignment EB)

HADAMA (ST3, DX4, IQ0, CH2, LU17, Alignment EB)

HAWANA (ST5, DX6, IQ2, CH7, LU4, Alignment EB)

All of them have bows. When first encountering them, they are 300m away. They have no knowledge.

Area 32 * – Clan of Nonbu

NONBU (ST14, DX6, IQ11, CH9, LU8, Alignment LB)

NEKON (ST12, LU12, Q8, CH2, LU9, Alignment N)

TAAN (ST6, DX5, IQ4, CH5, LU6, Alignment N)

KAKU (ST8, DX6, IQ5, CH11, LU4, Alignment EB)

They are armed with bows and wooden clubs (in hand-to-hand combat it gives them a +5% bonus). They are encountered at 30m away. They also know nothing.

Area 33 * – Toolshed

Bows, arrows and pitchforks (+18% bonus in hand-to-hand combat) are stored here. There is also a boat, but it cannot be used as it is punctured.

Area 34 * – Ring Killers (5)

ST and DX 12, 12, 13, 13, 16 (ST and DX are the same). They are encountered at 200m away. You are not noticed unless you attack them.

Area 35 – Trap

A normal pitfall.

Area 36 – Ring Killers (2)

ST and DX is 12 and 13 for both. When encountered, they are 250m away.

Area 37 – The Periu Clan

PERIU (ST9, DX8, IQ9, CH9, LU6, Alignment N)

PUSURU (ST5, DX14, IQ8, CH8, LU7, Alignment EG)

TAMINIKE (ST6, DX8, IQ8, CH8, LU6, Alignment EB)

They are armed with bows. If PERIU is made an ally, all the members will become friendly. However, great knowledge is not to be gained here. A useful answer may be given by the know-it-all.

Area 38 – Bridge

This bridge is stout, but it cannot be crossed by Ring Beasts.

Area 39 – Ring Beasts (3)

ST is 16, 15 and 15. DX is 8, 6 and 9, respectively. When encountered, they are 100m away.

Area 40 – Ring Killers (2)

ST, DX are 12, 14 for both. When encountered, they are 150m away.

Wandering Characters of the Hills

A Hillman (ST12, DX9, IQ12, CH10, LU4, Alignment LB) armed with a bow.

SPECIAL

Area 41 – Control Center Entrance

See below, refer to Map 5

Area 42 – Shrines

3km x 4.5km x 3m. Thousands of pillars support a roof. There are many images posted throughout. All seem to be prayers and offerings asking for light.

Area 41 has the entrance underground to the Control Center. There is a hidden door (see Section 5.4, Control Center, Map 5, Area 6).

5. Closed Adventure

5.1. The Village in the Forest (Map 2), Open Adventure Area 6

As you pass through the forest, it suddenly reveals an open area. There are countless small buildings. It is probably a Ringers' village. There are some large structures, but most are small (a few meters). There is forest on all sides.

(Visibility is 10m when there are lights).

Area 1 – Trap

Cage for animals. It is easy to break in (roll 1-5 on the 6-sided die), but you will immediately be surrounded by 10 Ringers. The leader seems to be a mild Elder (ST5, DX6, IQ10, CH15, LU6, Alignment N). Bows are aimed at you. You will be taken to Area 13 without an Alignment Check.

Area 2 – A Somewhat Larger House

Four members of a family live here (ST12, DX5, IQ10, CH11, LU5, Alignment EG), (ST8, DX7, IQ12, CH10, LU6, Alignment N), (ST4, DX9, IQ3, CH4, LU9, Alignment N), (ST,DX,IQ,CH,LU 0, Alignment N, a small child).

The first man that comes out seems to be quite shrewd. He is one of the village's most prominent people. Upon a successful negotiation (through Alignment Check), he will give you an old book.

The old book records the government history up to the point right before the rebellion (no mention of TEPERIU and so on). However, nothing is mentioned about the Ring itself.

Area 3 – Elder's House

The Elder (ST5, DX6, IQ10, CH15, LU6, Alignment N) and his two servants (ST10, DX10, IQ2, CH6, LU5, Alignment EB; ST9, DX8, IQ4, CH8, LU6, Alignment

EB) live here. With a successful Alignment Check, the Elder will reveal that there are three groups of people within the Ring. He will tell you of the old Capitol in the south, and that the House of God can be found amongst the pillars.

With him as your ally, you may move about the village freely.

Area 4 – A Somewhat Larger House

You are unconditionally shot with a bow upon entering. Distance is 30m. The door is locked.

A stubborn old man is inside (ST9, DX12, IQ5, CH1, LU0, Alignment EG). He is very knowledgeable about the geographical features in this forest.

He faints easily, but if the Alignment Check succeeds, he'll become your guide.

Area 5 – The Stone Jail

You can't get out unless some arms can be found.

There are two keepers (ST12, DX6, IQ8, CH9, LU4; ST8, DX7, IQ13, CH8, LU6, Alignment for both N) that are easily deceived.

If you can get your communicator from the table, you can escape.

Area 6 – A Large House

This is TSURISUPU (ST6, DX8, IQ13, CH9, LU6, Alignment EB). Regardless of the Alignment Check, he will tell the lie that "The Capitol is 4km to the north". The door is locked.

Area 7 – A Typical House

A beautiful girl stands before the house. SAMINI (ST6, DX8, IQ7, CH12, LU15, Alignment EG, PSY Telepathy). When there is an Alignment Check between her and Kirk, she will follow him unconditionally. Her Telepathy can be used any number of times. She is a beautiful 16 year old girl.

Area 8 – Large House

There is a man here (ST7, DX8, IQ5, CH7, LU8, Alignment N). He'll provide an old book that has

accurate directions to the Capitol when succeeding in the Alignment Check. The door is locked.

Area 9 – Same Trap as Area 1

Area 10 – Blacksmith

He makes axes, swords, bows and arrows. There are three: the main smith (ST10, DX14, IQ5, CH6, LU4, Alignment N), the first apprentice (ST9, DX11, IQ6, CH9, LU8, Alignment EG) and the second apprentice (ST6, DX10, IQ4, CH5, LU7, Alignment EG). Although they are usually unarmed, they will use bows and axes (+16% bonus in hand-to-hand) in a fight.

If they can be made allies (through Alignment Check), they will provide arms to the characters.

Area 11 – Livestock Hut

Ring Beasts are kept here for food.

Area 12 – Same Trap as Area 1

Area 13 – Meeting Place

You are brought here when caught in Area 1, 9 or 13. If you can pass the Alignment Check with the Elder, you may move freely through the village. If you fail, your property is confiscated and you're taken to the jail in Area 5.

5.2. The Hole of Touminio (Map 3), Open Adventure Area 13

A dark cave continues inward from the entrance of about 20m. View is still 10m. The cave is about 5m in height.

Area 1 – Entrance

There is no one here. You are seen here by a guard if you are accompanied by TOUMINIO. Otherwise, you are attacked by anyone in these caves, and the enemy always attacks first.

However, you may move freely when you are with TOUMINIO.

Area 2 – Hole of Tosumisu

A hole that's 20m deep and about 8m wide. There is

no door. The young mountaineer TOSUMISU (ST9, DX8, IQ10, CH9, LU4, Alignment N) is here. He is the leader of the young men, and loyal to TOUMINIO. He doesn't know any secrets of the Ring. He has a pistol, but only 1 bullet. He rarely uses it.

Area 3 – Hole of Tosumisu's Family

TOSUMISU's wife (ST6, DX6, IQ5, CH10, LU8, Alignment EG). She has a stun rifle with 3 shots.

She fires from the back of the room. The distance is about 8m.

Area 4 – Food Storage

The meat of Ring Beasts and vegetables are kept here. There is a Stasis Generator device on the far side. Unless the switch is turned off, you cannot enter. Only TOUMINIO and TASSLITH know the position of the switch. If the Science Tricorder is used, you can analyze what the machine is. Repair is impossible and you cannot carry.

Area 5 – Kitchen

There is a large cooking pot in the center of the hole, hanging over a fire. If a character approaches, it overturns. To avoid being burnt is the same probability of avoiding a standard trap. If burnt, damage is 3 points. The person in charge will panic and run away.

Area 6 – Dining Room Plaza

There are a numbers of small chairs and tables. If the characters are on friendly terms with TOUMINIO, they can eat here.

Area 7 – Guards' Room

Three guards (ST9, DX10, IQ5, CH8, LU9, Alignment N; ST10, DX9, IQ8, CH6, LU10, Alignment N; ST14, DX12, IQ9, CH9, LU12, Alignment N) have stun rifles.

They become wandering characters if the player characters ignore this room.

Area 8 – Room of Tasslith

TASSLITH (ST6, DX9, IQ14, CH10, LU9, Alignment LG,

Science Talent) is a scientist who knows how to use machines from the old times.

A Force Field Generator is set up at the location marked "O". You cannot advance beyond it.

Its nature cannot be understood without the use of a Science Tricorder.

Area 9 – Library

There are many old books. With TOUMINIO as a friend, you can examine them. Investigating in full will require 1 day. The history of the government up to the rebellion is detailed.

Area 10 – Room of Tsupiu

TSUPIU (ST7, DX12, IQ10, CH9, LU12, Alignment EB) the military commander is here. The room is locked. Inside there are two stun rifles, an ax, a sword and a lantern here. If you enter without permission, you will be shot from the right and struck.

Area 11 – Gymnasium

Five mountaineers of ST14 and DX11 are in inside. The door is not locked.

You cannot escape unless all the members are knocked down.

Area 12 – Conference Room

You are brought here if captured. You may enter if you succeed in the Alignment Check and are on a friendly basis with TOUMINIO. If you fail, you are taken prisoner. All possessions will be taken to TASSLITH's room. The lock is typical, and there is no guard.

Area 13 – Small Room

A mountaineer (ST10, DX7, IQ6, CH8, LU10, Alignment EG) is here. The room is not locked. He is not armed. He knows nothing special.

Area 14 – As above

A mountaineer (ST11, DX8, IQ5, CH10, LU12, Alignment N) is here.

Area 15 – Armory

It is locked. Inside are 10 stun rifles, 1 lantern, and a sword. There are many axes, bows and arrows.

Area 16 – Women’s Quarters

It is locked. There are six women inside. An Alignment Check will always fail. They will run to 17 when approached.

Area 17 – Men’s Quarters

There are about 20 young male mountaineers (GM can determine ST and DX if needed). The room is locked.

There are no weapons.

Area 18 – Men’s Quarters

There are 10 young mountaineers (GM can determine ST and DX if needed). It is not locked.

There are no weapons.

Area 19 – Women’s Quarters

It is locked. There are 12 women inside. An Alignment Check will always fail. They will escape to 18 when approached.

Area 20 – Children’s Room

There are 15 children within.

Area 21 – A Cage of Ring Beasts

There are 15 Ring Beasts for riding. They are ST18, DX9 and behind a force field.

5.3. Ruins of the Capitol (Map 4)

Many buildings have been destroyed. All doors are computer locked. Physically breaking through them would be impossible. However, it is possible using a Phaser.

Visibility is 100m. There are no wandering monsters.

Area 1 – Police Headquarters

It was attacked during the revolt and has gone to pieces. There is nothing inside.

Area 2 – Police

More scattered ruins. If the party searches well (roll a 1 or 2 on a 6-sided die) they find a map (Figure 7) of the Capitol.

Area 3 – Police Lobby

It is destroyed, and the original form can hardly be discerned. There is nothing inside.

Area 4 – Legislature Data Room

Many books are scattered about, some are not understood at all. There is almost nothing helpful.

Area 5 – Same as above

As you enter, the deteriorating roof collapses. It works the same as a trap, but it cannot be disarmed.

Area 6 – Same as above

3 degenerate legislative members. They have no names. (ST9, DX 9, IQ1, CH6, LU2, Alignment N), (ST10, DX6, IQ1, and CH4, LU3, Alignment N), (ST12, DX4, IQ1, and CH2, LU2, Alignment N).

They know nothing. They fear the two statues (below). They are armed with wooden clubs (+5% bonus in hand-to-hand combat).

Area 7 – Duty Room

There is a desk with a key in it. It can be used to open all locks in the Executive Branch building.

Area 8 – Statue of an Animal

A concealed door is in the pedestal (with a combination lock). It is a transporter to the Life Retention Vault in Area 19 when you enter it.

Area 9 – Agricultural Collection Control Room

Reception. When you search near here, a map (Figure 6) is found (GM rolls the 6-sided die, found on a 1 or 2).

Area 10 – Agricultural Preservation Room

A stasis space that seems to have been used to preserve crops in the old times. Everything is lost now.

Area 11 – Same as Area 10

Area 12 – Control Room

The Stagnant Space Generators of Areas 10 and 11 can be operated. They're useless, however, if the power supply of the power plant is not turned to ON.

Area 13 – Reception

There is nothing here.

Area 14 – Statue of a Ringer

A concealed door is in the pedestal (with a computer lock). It is a transporter to the Life Retention Vault in Area 1 when you enter it.

Area 15 – Broadcast Center

Broadcasting instruments are assembled and in perfect shape. It works if provided a power supply. Analysis is 60%.

With it, sound and image can be broadcast throughout the entire Ring.

Area 16 – Studio

Nothing is in here.

Area 17 – Studio

Nothing is in here.

Area 18 – Executive Branch Center

A door to Area 19 is concealed behind rubble. If rubble is removed, the door will be found.

Area 19 – Control Center Entrance

When entering here, you are transported to the Control Center. It is computer locked.

Area 20 – Executive Branch Data Room

Data discs are strewn all over the place. To determine the type of disc you're examining, use the table below. Roll the two 20-sided die.

00-50 The History of the Government (blank)

51-70 The Origin of the Ring

71-80 Details of The Departure

81-90 Map of Control Center (Map 5)

91-99 Method of entering the Control Center (position of the door to Area 19 and the method of opening the lock)

Area 21 – Executive Branch Headquarters

In complete ruins and nothing can be found.

Area 22 – Data Reading Room

CRT monitors and disc drives attached to computers. Discs from Area 20 can be brought here and, if the computer works, the data can be read immediately. Information cannot be sent directly from the discs to the computer of the Enterprise.

If the power is turned on, the systems operate. Phasers can be used as a power source. However, a character with the Mechanical Repair talent is required.

Area 23 – Lobby

Nothing is in here.

Area 24 – Factory

A fully automated plant. It is controlled from Area 25.

Area 25 – Control Room

Analysis 40%. It runs if power is supplied. This can be adapted from large devices such as a Force Field Generator, Stagnation Generator, or the Vehicle. Devices such as the Stun Rifle or Phasers are too small.

Area 26 – Biology Laboratory

It is destroyed. Area 27 and Area 29 are controlled from here.

Area 27 – Bacteriological Laboratory

You cannot enter from the outside. All people who enter the lab inside are unknowingly infected with a bacterium. 1 point of damage is taken each hour. You must return to the Enterprise to diagnose and treat, or you will not heal.

Area 28 – Entrance

Signs are etched identifying the biology laboratories, but they are scattered and scratched, making it difficult to translate.

Area 29 – Biology Laboratory

A great deal of dead livestock. There are no bacteria samples here.

Area 30 – Foyer of the Courthouse

There is a storyteller (ST5, DX4, IQ13, CH6, LU14, alignment LG). He will tell you the history of the rebellion when made an ally.

Area 31 – Data Room

Nothing is in here.

Area 32, 33 – Courtrooms

Nothing is in here.

Area 34 – Power Plant

Analysis 100%. Repair 40%. The energy of 3 Phasers is required. If repaired, the systems of the Capitol will be powered for one day.

Area 35 – Government Officials' Housing

Elevator in a building of 20 stories.

Area 36 – Passage

Nothing is in here.

Area 37, 38 – Rooms

Originally the housing of government officials, but everything is devastated and there is nothing of interest.

Area 39 – Chief Executive's Mansion

The chandelier falls from above. Treat it the same as trap. For damage, however, apply 4 points.

Area 40 – Living Room

It is in ruin and there is little of interest. When searched well, though, you can find a key to the Executive Branch (found when rolling a 1 on the 6-sided die).

Area 41 – Study

The GM rolls a 6-sided die and on a 1 or 2, the characters find a history book recounting the creation of the Ring. There is nothing else of interest.

5.4. Control Center (Map 5)

Because the Control Center had its own operating power generation system, it is well lit and visibility is unimpaired.

Area 1 – Ring Master's Room

The Captain's Room, almost destroyed during the revolt. A navigation manual and a maintenance manual for the inside of the Ring are in the back room.

Area 2 – Chief Pilot's Room

Part of the navigation manual is in perfect shape. It is found if the GM rolls a 1 on the 6-sided die.

Area 3 – Crew Room

A trap may be optionally be devised by the GM. A descendant of TEPERIU (approximately ST5, DX8, IQ0, no weapon) is here.

Area 4 – Dining Room Entrance

The automatic cooking system is presently operating. It is possible to get a meal here.

Area 5 – Shopping Arcade

The inside has been disrupted. The GM may customize based on current circumstances.

Area 6 – Entrance

Access from the outside (Outdoor Adventure Area 41). You cannot enter unless you destroy it with the Phaser.

Area 7 – Amusement Center

There are facilities for movie and sports. As for the sports area, there is a mark where it's starting to crack. When a character touches it, it crumbles and he receives 1 point of damage.

Area 8 – Electricity Generation System

Obtains energy from the anti-matter reaction engine outside and produces electricity. Control is cut off depending on Area 9.

Area 9 – Control Room

The power inside the Center can be controlled from here. The entrance is completely locked from the

inside. Unless you burn your way through with the Phaser, you can't get in. Analyze 100%.

Area 10 – Food Storage Area

A stasis area for the storage of food. Almost no food remains. There are 3 entrances.

A number of corpses of those killed and gravely injured have been left inside. A person who is still alive can be found when using the Medical Tricorder.

It is a Ring Master (ST6, DX11, IQ13, CH15, LU8 and Alignment LG) who has sustained serious injuries, but could recover. If rescued, medical treatment is possible if a 1 is rolled on a 6-sided die. However, a Medkit is required.

Area 11 – Sub-master's Room

A Ring maintenance manual can be found on the right side in the back of the room by rolling a 1 or 2 on the 6-sided die.

Area 12 – External Surveillance Center

The system is connected to scanners that can see anywhere inside the Ring is here. Analysis 60%.

Area 13 – Ring Maintenance Center

The climate and other things within the Ring can be controlled from here. The character with the Science Talent and one of the manuals can operate it. The artificial sun can be restarted here.

In addition, the Life Retention Vaults of Open Adventure Areas 1 and 19 can be operated from here.

Area 14 – Control Room

Navigation controls. Using the manual, Kirk, Sulu or Chekov and one other from inside the Ring could operate the ship.

If a Ring Master is revived, it will be possible to control the ship.

Area 15 – Data File Room

All of the data regarding operation of the Ring starship is available here. However it cannot be

accessed without one of the manuals (either can be used) needed for the Computer Room in Area 16.

Area 16 – Computer Room

Contains a very special computer. It is not possible to use without one of the manuals (either is acceptable). Also, only those with the Science Talent can use.

Area 17 – Computer Room Entrance

A trap was set up here by TEPERIU before he died. It causes a very large desk to fall from directly above.

Determine damage using one of the 20-sided die.

Area 18 – Entrance

Transport point from Capitol Area 19. The GM may decide where this is located.

6. Designer's Notes

I designed this STAR TREK game as a way to introduce the Role Playing Game -- currently at dizzying heights in the United States -- to Japan. It is my belief that the ability to create a background world and your own characters in an SF and Fantasy Game is a significant one and, although Mr. Sonoko feels my translation of "Midgard" was a board-less story making game, I feel this role playing game is the true next step.

Previously, there were two ways in which to convert a story to a game: by taking a portion of the whole world and cutting out the characters, and then limiting it to one game board (which made a strategic game such as Mr. Nakajima's STAR TREK possible). And although one can focus on machines like the Enterprise, SF and Fantasy -- especially in the case of STAR TREK -- are something in which the human (character) should be central (though some are not), and the game that does not make the characters the subject feels incomplete.

There is also a limit in a board game's ability to employ the charm of a character, and for this

reason the development of the role playing game is inevitable.

In a board game, with the focus on a map board and pieces, the ability to convey the world is limited. In role play, the only limits to an infinite world are the creativity of the GM and the restrictions he places upon the players and the actions he allows them.

Because charts cannot be included for everything, the system of this game is based on using percentages, allowing the GM to determine results for almost any situation.

One might find the combat system unsatisfactory when compared to that of a board game, but please consider that the most valued element of this game should be that of making a story.

Although it is a game in which many parts are left to the discretion of the GM, if you are blessed with a good GM, you should be able to enjoy yourself.

Further, we look forward to showing the next stage in SF role playing with the original SF RPG we are now planning.

I wish to thank Mr. Yoshifumi Sakatani who supplied me with information during the design of this game.

Designer - Tama Yutaka

Keio HQ Simulation Game Club

7. Maps

Map 1 - Open Adventure Area

Map 2 - Village

Map 3 - The Hole of Touminio

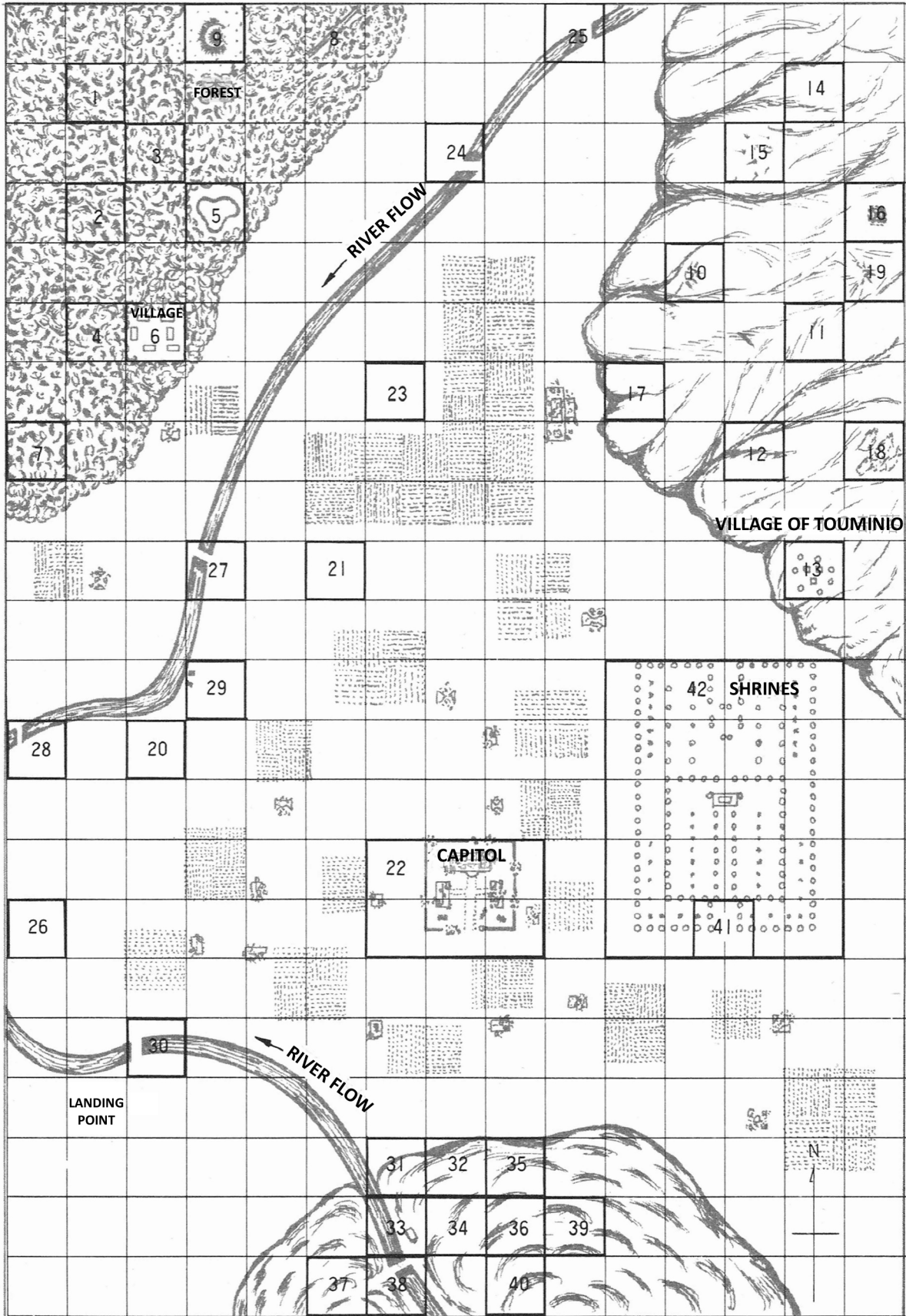
Map 4 - Ruins of the Capitol

Map 5 - Control Center

Map 6 - Open Adventure Area (for players)

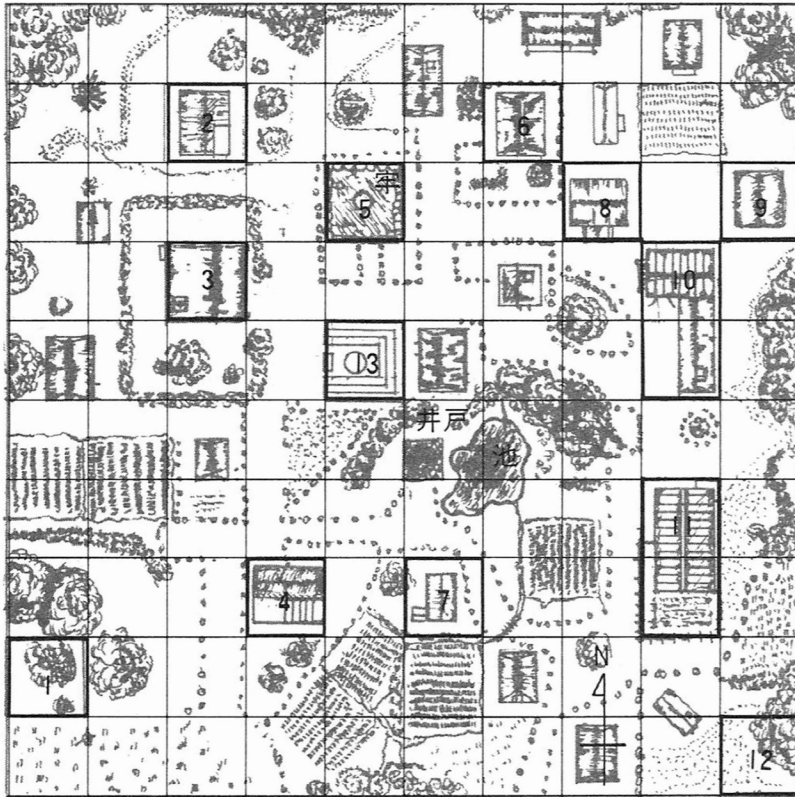
Map 7 - Ruins of the Capitol (for players)

MAP 1 OPEN ADVENTURE



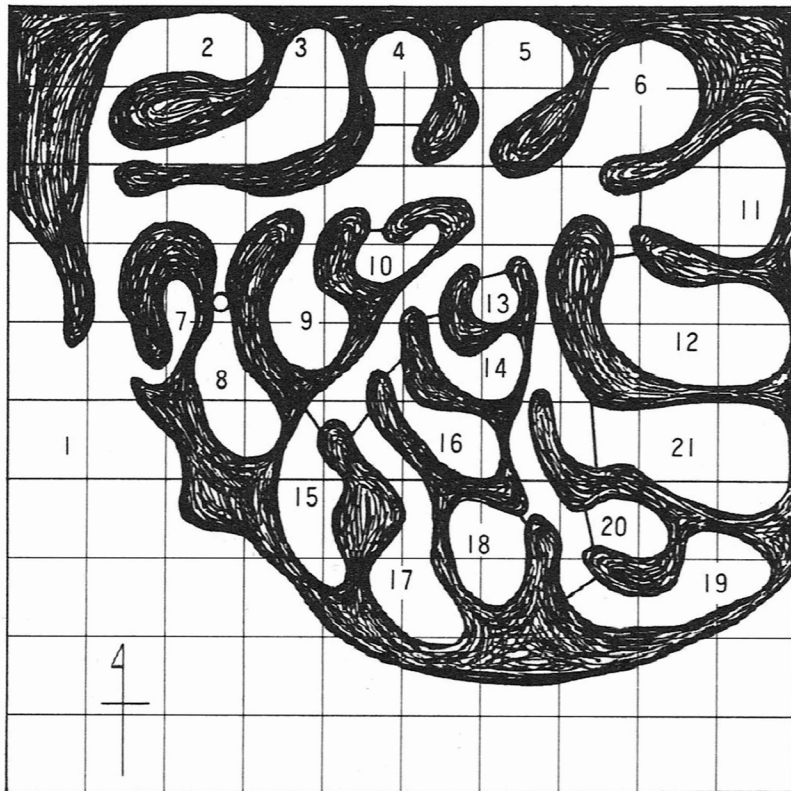
1 SQUARE = 1 KM

MAP 2 VILLAGE



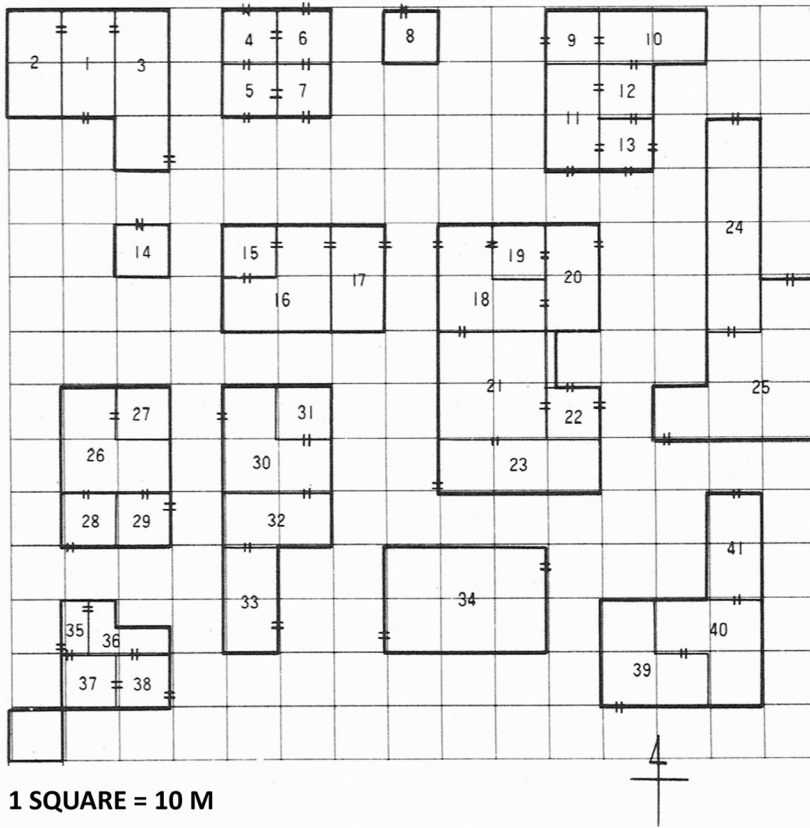
1 SQUARE = 10 M

MAP 3 THE HOLE OF TOUMINIO

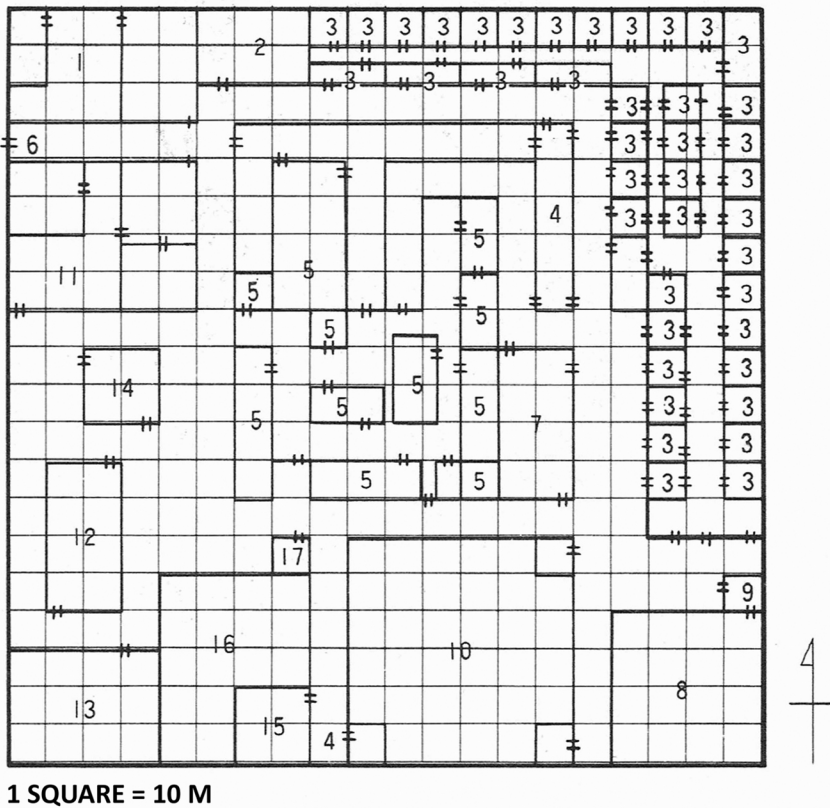


1 SQUARE = 10 M

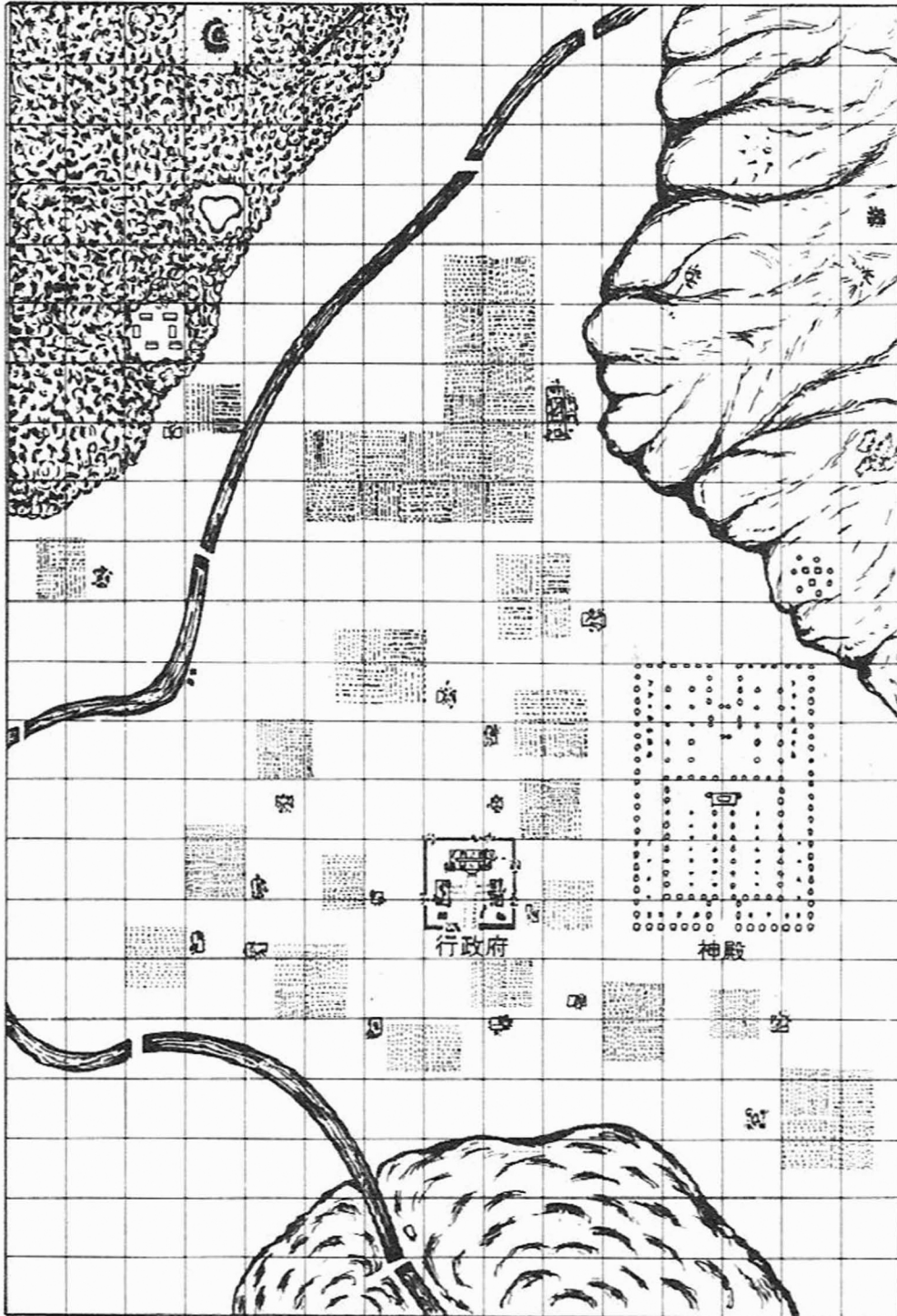
MAP 4 CAPITOL



MAP 5 CONTROL CENTER

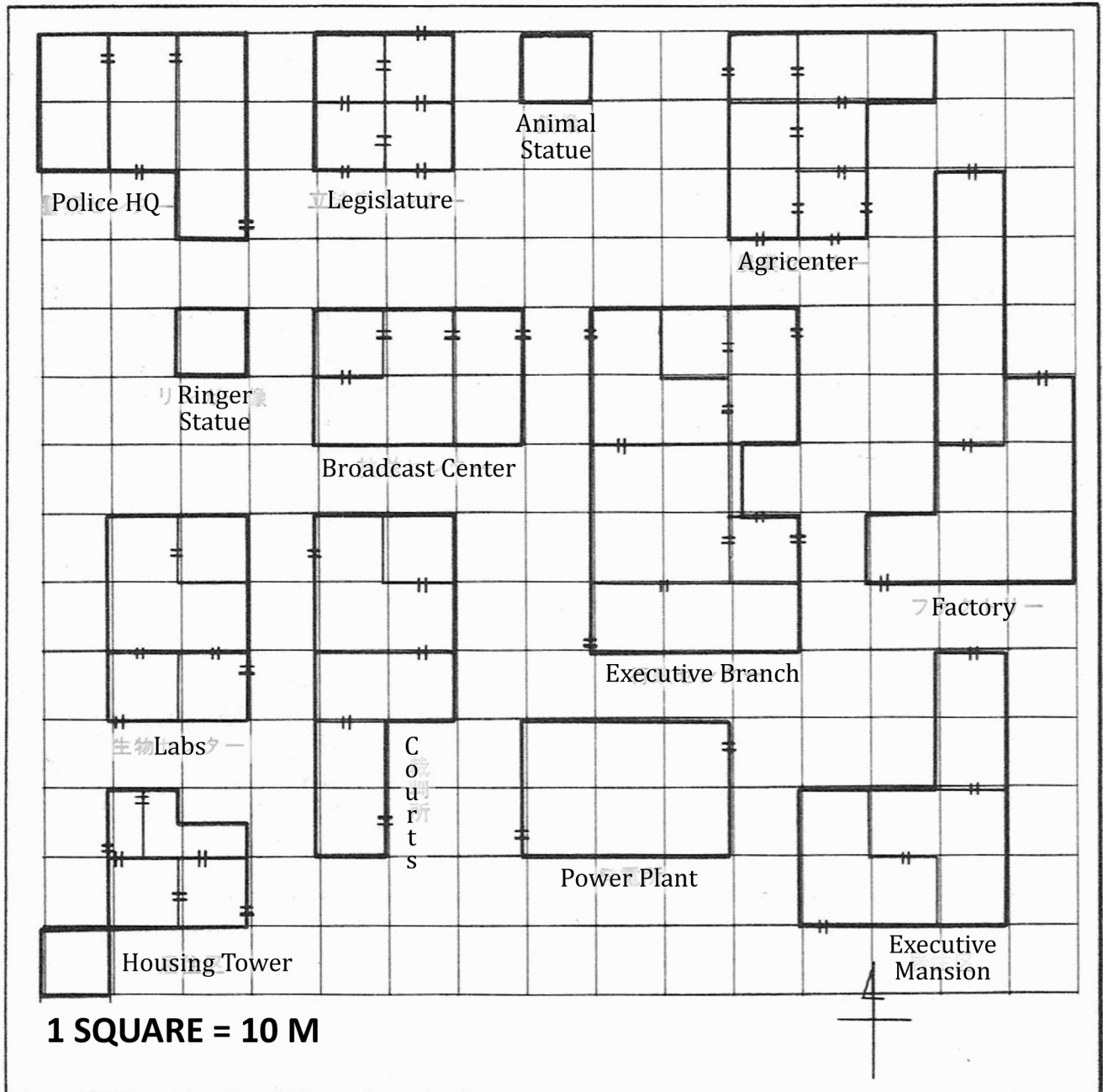


MAP 6 OUTDOOR ADVENTURE AREA (FOR PLAYERS)



1 SQUARE = 1 KM

MAP 7 THE CAPITOL (FOR PLAYER)



ENTERPRISE: Game Master's Reference

1. SPECIAL ABILITIES

Mechanical Talent

REPAIR SKILL ACQUISITION TABLE																		
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90		

Medical Talent

TREATMENT SKILL ACQUISITION TABLE									
IQ	10	11	12	13	14	15	16	17	18
%	0	10	20	30	40	50	60	70	80

Science Talent

SCIENCE SKILL ACQUISITION TABLE																		
IQ	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90		

PSY Talent

00-49	Empathy
50-79	Telepathy
80-89	Teleport
90-94	Telekinesis
95-97	Clairvoyance
98	Matter Manipulation
99	Energy Manipulation

2. ACTIONS

Instant Action: 0 Seconds

Typical Action: 5 Seconds

Movement:

- Plains or Grass: 100m per Minute
- Mountain, Forest, River: 2x, respectively
- Building: 10m per Minute

Door (listen): 1D6, audible on a roll of "2"

Door (open): 1D6, opens on a roll of "2"

Hidden door or trap: 1D6, sensed on "2"

Hidden door or trap: Found based on modified LU roll, below. Basic 30% + modifier (2D20)

DISCOVERY OF TRAP CALCULATION					
LU	10	11	12	13	14
%	+5%	+10%	+15%	+20%	+25%
LU	15	16	17	18	-
%	+30%	+35%	+40%	+45%	-

If not detected, roll to avoid (roll 1D6 damage on failure)

AVOID TRAP																	
LU	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
%	1	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	

3. COMBAT

Cross-ref weapon range against DX, roll 2D20 under %

RANGED COMBAT CHART																		
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
S	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93	95		
M	10	13	16	19	22	25	28	31	34	37	40	43	46	49	52	55		
L	3	4	5	6	7	7	8	8	9	9	10	15	20	25	30	35		

Hand-To-Hand Combat (ST – ST), roll 2D20 under %

HAND-TO-HAND COMBAT							
5	100%	2	70%	-1	40%	-4	10%
4	90%	1	60%	-2	30%	-5	0%
3	80%	0	50%	-3	20%		

To open lock or trap without tripping it:

BYPASS LOCK OR TRAP																		
DX	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18		
%	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90		

NEGOTIATION

		Non-Player Character Alignment				
		LG	LB	N	EB	EG
Player Character Alignment	LG	B	C	B	C	B
	LB	C	B	A	B	A
	N	B	C	B	C	A
	EB	C	C	A	B	C
	EG	A	C	B	A	B

A = Domination

B = Equality

C = Deception

A = 40%, +/- 10% for each CH point difference

B = 50%, +/- 10% for each CH and IQ point difference

C = 30%, +/- 10% for each IQ point difference

