UNITED FEDERATION OF PLANETS

STAR FLEET COMMAND

GAME
OPERATIONS
MANUAL

STAR TREK®
THE ROLE PLAYING GAME

GAMEMASTER'S INTRODUCTION

The gamemaster has three tasks in *STAR TREK:* **The Role Playing Game.** He must design the encounters, present them to players, and judge the resulting action. This book contains information to help him with these tasks.

Included here is a chapter giving information for designing encounters. In this chapter are systems allowing the gamemaster to design encounters in "space... the final frontier." The gamemaster will be able to design "strange new worlds" for the players to explore and "new life and new civilizations" for them to seek out. Included is a section giving new gamemasters hints to help them with their own designs.

There is a chapter giving hints on presenting scenarios, on the art, if you will, of being a gamemaster. This includes how to create descriptions that will excite players and how to use all types of game aids, including maps.

In the chapters giving information on judging the action, the gamemaster will learn how to interpret and judge the rules. Some of this information will be repeated from the player book so that the gamemaster does not have to flip back and forth, but much of it will be new. In this section are given the tables and specific rules on how to judge tactical movement and combat, injury and recovery, creation and use of attributes and skills, and use of equipment. The information in these chapters is presented in the same order as in the player book, for easy cross-reference.

GAME OPERATIONS MANUAL
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DESIGNING ADVENTURES

The fun of the game comes from its interesting adventures. These adventures may be short, lasting only one game session, or they may be much longer, sometimes lasting many months. An adventure can be compared to a television show. Some adventures, like one-shot TV shows or movies, are played with characters created just for the adventure; after the adventure is done, the characters never are used again. Other adventures, like the episodes in a television series, are played with the same characters; each new adventure builds on the previous ones, and the characters develop personalities and histories.

ENCOUNTERS

The basis of all adventures are the encounters that the player characters have. An encounter occurs wherever the player characters interact with their environment.

These encounters may be between the player characters and the physical world at long range, such as when the bridge crew attempts to gather information about a new Class M world from a standard orbit, or at close hand, such as when a landing party beams down onto the planet's surface for the first time. These encounters may be between the player characters and new life forms, such as when the landing party observes, inspects, and interacts with the plant and animal life on the planet. These encounters may be between the player characters and new civilizations, such as when the landing party discovers that the plants are intelligent, resentful of intrusion, and deadly! The encounters can be between player characters and non-player characters, such as the meeting between the Captain and the Council Of Animal Control, the plants who determine whether or not animal life is harmless or a pest needing extermination.

Encounter Types

There are two types of encounters in most adventures, planned encounters designed as part of the adventure and random encounters that occur because of pure chance. Many random encounters occur as the result of a random die roll. How often an encounter occurs and the type of encounter will depend on the area where the characters are and the scale being used. It is not reasonable to expect to encounter all kinds of beasties in the middle of a fully-operational Star Fleet outpost even in a dozen turns at the area scale, but there may be a random encounter every turn in the region scale, for example. Encounter charts and directions for using them usually will be given in the individual scenarios and adventures. These frequently list the possible kinds of encounters and give the chance of a random encounter occurring.

ADVENTURE SCENARIOS

An adventure scenario is a story, linking together encounters. Some scenarios will have a well-established plot, moving predictably from one encounter to another. Others will have general story lines, but how the story progresses from one encounter to the next is completely open and unpredictable. Scenarios with well-established, predictable plots are linear in nature, with all of the encounters strung out in a line, as though they were on a path. Scenarios with open and unpredictable story lines are free-form in nature, with the encounters like apples on a tree, any one of which may be picked next.

Linear Scenarios

Linear scenarios have some strong advantages and some strong disadvantages. Among their advantages, they provide a real sense of story, with a beginning, a climax, and an aftermath. Some players will be quick to sense the plot, and they will be able to use this knowledge to their advantage. Such scenarios can build suspense or tension, because each encounter can build on the ones before. They are easy to design, because the encounters can be begun in certain, predictable ways, and ended in the same ways. They give few surprises to the prepared gamemaster, and they require little preparation, because the environment and the NPCs that the player characters will meet is known before the game.

On the other hand, linear scenarios give the players the least freedom. Because they are structured to play out a certain way, frequently the players' creative solutions do not work well. Players feel pressured into behaving in certain ways, and, unless the gamemaster is very careful, they can feel that nothing they do makes any difference.

Free-Form Scenarios

Open, unpredictable scenarios also have some strong advantages and disadvantages. Among their advantages, they allow the players complete freedom, moving in whichever direction suits them at the moment. At their best, they depend completely on what the player characters do, the actions in one encounter possibly having an effect on all of the other encounters, like ripples from a stone thrown into a pond. They make the players feel as though their actions completely control the game.

On the other hand, free-form scenarios are very demanding on the gamemaster. The near-legendary ability of players to surprise the gamemaster is given free rein here, and unprepared or inflexible gamemasters will become lost quickly. Unless the gamemaster is very careful, these scenarios can make the players feel lost, wondering where to go next and what to do when they get there. They require frequent signposts, guiding the players or alerting them to possibilities for action. They require extensive preparation, not only in terms of design, but also just before play; the gamemaster must know a great deal about his environment and the NPCs that people it.

The Best Of Both

The best published scenarios combine the two types, using some linear encounters and some free-form encounters. Linear encounters are used to introduce the scenario, drawing the players and their characters into the action, giving them a reason to enter the scenario environment and meet the scenario NPCs. After the 'hook/ as the introductory encounter is sometimes called, the linear encounters lead the player characters into a situation which gives them free choice about where they will proceed. The actions in each of the free-form encounters affect the players in the short term. In the long term, another set of linear encounters lead the players into yet another area of free choice, perhaps the climax of the scenario. Linear encounters often are used to wrap up the scenario, bringing it to a satisfactory conclusion.

Using encounters of both types is like building a structure with tinker toys, with the sticks being linear encounters and

the knobs being the free-form encounters. The linear encounters give some structure to the free-form encounters. The combination allows the scenario to have a well-defined story line, not as well-defined as purely linear scenarios, but much more defined than those that are purely free-form. The combination also allows the players freedom to choose their action, not as much as in purely free-form scenarios, but far more than in those that are purely linear.

In general, use linear encounters to introduce the scenario and to set the story line. This would be like sending orders to the player characters to pick up a passenger from a certain space station, then having them meet the Orion NPC and his lovely slave girl, and then have the ship attacked by Orion freebooters who want the slave girl back.

Use free-form encounters to develop the scenario. This would be like allowing the crew to flee from the pirates, to defend themselves, to turn and attack the pirates, or to pursue the pirates; alternate choices would be to declare a temporary truce to discover the problem, or even to turn over the slave girl and her master at once. How the scenario progresses depends on the choices the players make.

Then use a new set of linear encounters to move the story along. This would be like having the ship receive an incomplete message of distress. No matter what choice they made in the earlier confrontation with the pirates, they would receive the message. Chances are great that the ship will respond, though there is still the chance that they will not. If it is important to the story for the ship to respond, the message can be repeated, the ship in distress could be in the path of the player character's ship, and so on. In well-constructed linear encounters, the players may feel like they have a choice, and that they really have none is well-hidden.

Use more free-form encounters to further develop the scenario. This would be like having the distress call come from an Orion privateer vessel, possibly even the same one. The players have a new set of choices to make, and how the scenario will progress depends on what they do.

Finally, have another set of linear encounters lead into the climax of the scenario, the high-point of the story.

Most often, the climax is not the end of the story, but some point near the end. The climax is best as a free-form encounter; therefore, how the story actually ends depends on what the players choose to do.

The aftermath of the climax, the story's wrap-up ("And they lived happily ever after/'), easily can be a set of linear encounters that lead into the 'hook' for the next scenario.

CAMPAIGNS

A campaign is a series of adventure scenarios, held together in one of three ways. One way is that the player characters all are the same, even though the scenarios do not have much to do with one another; this is the way a campaign would be run if it were like the *STAR TREKJV* show. Another way is that the scenarios all have to do with the same topic, perhaps approaching it from different angles, possibly with different characters; this is the way a campaign would be run that dealt with the beginning of the Second Klingon War, for example, where no one group of characters could possibly be involved in every aspect. A third way, possibly the most exciting, is to combine the two; this would be a campaign in which the same characters follow the same plot from adventure to adventure, solving puzzles along the way and discovering more and more information about the plot as the adventure scenarios progress.

Campaigns of the first type are the easiest to design and run. They require only the dedication of the gamemaster and the players to design player characters that will be interesting to play week after week. All the adventures must come to a climax brought about by the player characters' actions. As

characters die, they are replaced. The important thing is that the characters' ship survives from game session to game session, for this is what holds the player characters together. The adventures may be designed by the gamemaster, even on the spot! They also may be purchased, for most commercial adventures are written for campaigns of this type.

Campaigns of the second type are not quite as easy to design. They require a master plot, one that allows for many adventures. The only restriction is that all scenarios deal with the master plot in some way, because in campaigns of this type, the master plot holds things together. The job is not as difficult as it might seem, because the plot can be vast in scope, and it will not come to a climax in one adventure, and it need not come to a climax at all. Several adventures may be run with the same starship and crew, but the scope of the master plot allows the ship to be destroyed or lost and another created to replace it. As the campaign progresses, the master plot unfolds, giving all the adventures added realism and depth. It will be necessary for the gamemaster to spend some time designing the master plot, which really is his campaign universe. He will have to create the major controversies and conflicts, the history and background for them, and the areas in which the player characters are likely to make a difference. Although some of the adventures for this campaign type can be purchased, they will have to be modified to tie them into the master plot.

Campaigns of the third type are the most difficult to design, for they require the gamemaster to design one or more master plots that can involve the small group of player characters and can be brought to a climax by the characters' actions. Each adventure builds on the one before it, adding details to the master plot(s) as the players (and their characters) discover more about the campaign universe. In this type of campaign, it is possible to develop NPC opponents that the player characters meet again and again, much like the archvillains found in superhero comic books. Again, the important thing is survival, for the campaign centers around the player characters. As characters die, others are promoted or transferred in to take their place. This campaign is the most work for the gamemaster (but possibly the most rewarding), for nearly every adventure must be tailor-made. Most will need to be designed by the gamemaster, for few companies produce adventures oriented to this type of campaign.

STEPS IN ADVENTURE SCENARIO DESIGN

BY WM. JOHN WHEELER

In designing an adventure scenario, the gamemaster's first job is to decide on a plot for the scenario, the story that the game will play out. Ideas for these stories can come from almost anywhere: television shows or movies, comic books, novels, even real history. Some of the best stories come from answering the question, "I wonder what would happen if..."

Second, the gamemaster must design an environment that fits his story. If this means creating a "strange new world... new life and new civilizations," then he must do this job. Systems are given later in this chapter that will help do this. Sometimes, this job is done first, for many times creation of a new life form or civilization will suggest a story.

Third, the gamemaster must define for himself the goals for his players. He must decide on what he expects the player characters to accomplish, and what steps they can take to achieve their goal. Not only this, but he must make the same decisions for the NPC opponents and allies. This usually will include the background story that will be told to the players.

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The background must be complete enough that it is clear to the players why they are where they are and what they are expected to accomplish.

Fourth, the gamemaster must decide upon the first encounter, the hook leading into the scenario. This 'hook' should give the players a strong reason to enter the scenario, to become involved. The 'hook' can play on the players' good nature, their sense of fairness or justice, their pride and ego, their desire for fame or fortune, or even their need for revenge. Whatever the reason, it must be strong, with a sense of urgency, giving the players the feeling that they must become involved NOW, and waiting until later will not be desirable. If all else fails, the old standby, a message from Star Fleet Headquarters, can point the players in the right direction.

After this, the process depends on the story chosen. It will be necessary to design each of the encounters that the players WILL have. These are all of the linear encounters and the climax. Then, it is a good idea to design the encounters that the players are LIKELY to have and at least sketch out those that they MAY have. The setting for each encounter must be designed, at least in general; furthermore, notes need to be made about the NPCs, the other life forms, and the objects, so that when they are encountered they can be described for players.

In preparing these encounters, rough notes, maps, and sketches usually are enough to meet most needs. It is helpful to draw maps of key areas, and to make notes on the map itself, perhaps using a color-coded system. Sometimes, more detail should be provided giving the exact information available from critical sensors or tricorder scans, of critical encounter areas, or of important NPCs met. As a gamemaster gains experience, he will find it easier to know just when rough notes are not enough and detail is needed.

A very important fact to remember concerns the kinds of encounters that make the game interesting and fun. Variety is the key word. Some encounters should be friendly, some should be hostile, and some should be neither. Few should result in combat. A phaser is a potent weapon, and Star Fleet personnel do not use them indiscriminately. Combat, on the ground or in space, is an important part of the feel of *STAR TREK,* but if the game degenerates into merely killing Klingons, then it will lose much of its enjoyment.

ADAPTING PUBLISHED ADVENTURES

Published scenarios and adventures are a good way to get started or to play with a minimum of design work. Many of these are well written, providing a good mix of encounter types and an interesting and enjoyable story line. Even the best of these, however, requires some design effort before it can be used in any particular campaign or with any particular group.

Only you, as the gamemaster, are familiar with your campaign and your players. Only you can tell when an encounter from the scenario is likely to be interesting to your players or when it will bore them to tears. Only you can tell how it must be altered to fit your players' characters, their ship, or the situation in which they find themselves. Therefore, YOU must be the one to alter the design to fit your needs.

Don't worry about this job. Most of the time, the changes will be obvious after you have read the adventure the first time. Make notes about the changes in general, and then flesh out the notes as you go along. Remember this: the more you can make the published adventure seem to be a natural part of your game, the better your players will like it.

It is a rare person who can be successful with a published adventure after only one reading, and few can remember enough of the adventure to use it after only two. One of the hidden advantages of designing your own scenarios is that you know them thoroughly!

PLANETSIDE ADVENTURING

Much of the action and adventure in *STAR TREK* takes place on Class M planets, such as those investigated by the *USS Enterprise* on it's five-year mission. Gamemasters will want to create a steady stream of these strange new worlds to explore, as well as new life and new civilizations to populate them. Space, and its variety, is infinite; *STAR TREK: The* Role-Playing Game should be a celebration of this variety.

These new worlds, new life-forms, and new civilizations largely will be created by the gamemaster. Like the writers who shaped the *STAR TREK* universe in the first place, he will create planets, animals, and sentient races to suit his campaign and to delight the players involved.

The first step is to determine the physical parameters of the new world that is to be explored. The specifics about the planet's position in the system, its gravity and size, its climate, and its mineral wealth all may be determined using the Class M planet design system.

Next, the gamemaster must determine what type of life exists. Class M planets are all capable of supporting life, and the least hospitable Class M world will bear at least microorganisms. Gamemasters are encouraged to come up with imaginative, sensible and playable life forms on their own. The alien creature design system may be used to help a gamemaster decide what the highest form of life on a new planet is like, and if it is intelligent enough to qualify as a thinking (sentient) being, and not an animal.

Finally, if the dominant creature is intelligent, it is necessary to determine the specifics of its civilization.

Even the most creative gamemaster needs a push in the right direction and some guidance occasionally, and the capacity for players to surprise even the most prepared gamemaster is legendary. For these times, simple systems have been provided so that gamemasters can generate quickly some of the important data about a yet-to-be-explored Class M planet and the life forms that might be found there. The gamemaster can then take this basic data and expand on it to flesh out the adventure.

STRANGE NEW WORLDS

Only Class M planets are covered by this system, because those are the planets that Star Fleet's exploration ships are assigned to explore. Class M planets have a silicate and water surface like that of Earth, an oxidizing atmosphere like air, and geologic activity. They are planets capable of sustaining most Federation species (carbonbased oxygen-breathers) without major life-support equipment. Occasionally, ships call at other than Class M worlds, and some successful colonies have even been established on these worlds; but such worlds are selected for their strategic location. Class M planets come in a wide variety, and they all are not as hospital as Terra (Earth).

This system uses dice rolls to generate the planetary data, but these dice rolls should be used only to spark a gamemaster's imagination or to give a push in one direction or another. The planets generated using this system, which is purely random, may not conform to accepted scientific principles. Gamemasters should feel free to pick and choose data for planets, keeping in mind that the system provides a guideline to the relative chances for each planetary attribute and does not guarantee *overall* acceptability.

WORLD LOG

The *World Log* shown in the illustration should be used to record the information about each world as it is created. Permission is granted for players and gamemasters to photocopy this form for their personal use. The world design system follows this log, with each step adding new information

to it. An example of this log has been provided, with all of the information filled in for the world Spartal IV. After each step in the process is explained in the text, the appropriate information will be generated for this example; this information is shown shaded in the text.

DESIGNING CLASS M PLANETS

Follow this procedure step-by-step, filling out the *World Log* as each piece of information is generated.'

Number Of Class M Worlds Present

Roll percentile dice and consult the table below to determine if there are 1, 2, or 3 Class M planets in the system. Four or more Class M worlds in one system would be extremely rare, but possible if the gamemaster chooses.

NUMBER OF CLASS M PLANETS IN SYSTEM

Dice Roll	Number Of Worlds
01-90	1
91-97	2
98-00	3

The percentile-dice roll for the number of worlds in the Spartal star system is 55. This indicates that there is only 1 Class M planet in the Spartal system.

Position In System

Roll 1D10 to determine the number of the planet in the system. It is usual to use Roman numerals to number the planets outward from the star. If the system has more than one Class M planet, roll the die the appropriate number of times, re-rolling ties.

POSITION IN SYSTEM =1D10

The 1D10 roll was 4, and so the planet will be Spartal IV, the fourth planet in the system.

Number Of Satellites

Roll 1D10 to determine the number of natural satellites, from 1 to 4. Roll percentile dice to see if the satellite is a Class M itself. If the roll is 01, then this is the case; generate its data just like a separate planet.

NUMBER OF SATELLITES

Die Roll	Number Of Satellites
1-3	0
4-6	1
7-8	2
9	3
10	4

The 1D10 roll for the number of satellites is 4, which tells us that Spartal IV has one natural satellite. A roll of 74 on percentile dice indicates that the moon is uninhabitable.

Planetary Gravity

Roll 1D10 to determine planetary gravity for the Class M world. The gravity is determined by adding 5 to the die roll and dividing the total by 10, without rounding the result. This gives a resultant gravity of anywhere from 0.6 G to 1.5 G. (1G = Earth gravity.) Planets with greater or lesser gravity than this do not qualify as Class M worlds.

When characters land on high-gravity worlds, those who are not used to the added gravity should make fatigue END rolls more often than normal because of the extra stress. Skill Rolls likely would be required for delicate work by such characters if they failed a Saving Roll against the average of DEX and STR. When characters land on low-gravity worlds, most will need to make DEX Saving Rolls more often than normal, but they may not become fatigued as quickly. In either case, the longer a character is on the world, the less the gravity difference will affect him.

PLANETARY GRAVITY=(5+1D10)/10

The gravity roll for Sparta! IV was 7, and so the gravity is 1.2 G. (7+5=12; 12 / 10= 1.2).

Planetary Size

Planetary size is not often a factor in play, and so no system for approximating size is provided. Assume that the planet has a density identical to that of Earth, and so its gravity would indicate its size relative to that of Earth. To do this, multiply Earth's planetary size, given below, by the gravity factor just rolled to get the size of the new Class M world.

EARTH PLANETARY SIZE

(approximate)

Diameter: 13,000 km (8,000 miles)
Equatorial Circumference: 40,000 km (25,000 miles)
Total Surface Area: 510,000,000 sq. km
1196,940,000 sq. miles)

The diameter of Spartal IV is 15,600 km (13,000 x 1.2= 15,600), the circumference at the equator is 48,000 km (40,000 x 1.2 = 48,000), and the total surface area i$ 612,000,000 sq. km (510,000,000 x 1.2 = 612,000,000).

Land Area

To determine the percent of the surface which is land, as opposed to water, roll percentile dice. The roll indicates the percent of surface land. A result of 01 means there is 1% land surface, probably in the form of small islands. A result of 00 means 100% land, probably as desert with almost no free-standing water. To find the amount of land in square kilometers, multiply the total surface area by the dice roll and divide by 100.

PERCENT LAND AREA = 01D00

The percentile dice roll gives 56. Thus, Spartal IV has 56% land and 44% water. The land area is about 343,000,000 sq. km (612,000,000 x56 / 100 = 343,000,000).

Planetary Rotation

Planetary rotation time, in hours, is determined by rolling 2D10. Add the rolls together and add 14 to the sum. This generates a time between 16 and 35 hours as the length of one local day.

This tells nothing about the number of daylight hours, merely the approximate number of hours between midnight (or any other time) one day and the same time on the following day. To find out how many daylight hours, assume the world is like earth. About half of the hours will be spent in daylight, and half spent in night. Use the current season on Earth as the season on the world; in winter, the night will be longer and in summer it will be shorter than half the total day. The length of the local day (or the number of hours of daylight) could be important in some planetary scenarios.

LENGTH OF DAY - 14 + 2D10 HOURS

The 2D10 roll for Spartal IV's planetary rotation period is 7 and 5, for a total of 12. Adding 14, brings the total to 26 hours, the length of a local 'day' on Spartal IV.

Atmospheric Density

Both thin and thick atmospheres are breathable, but they may cause fatigue over longer periods of time. If no special measures are taken, such as Tri-Ox injections for thin atmospheres or breathing masks for thick atmospheres, all characters except Vulcans and Tellarites must make END Saving Rolls every two hours. These Saving Rolls, and any others necessary (such as for fatigue) will be made with a modifier of -20 to the MAX OP END. Vulcans and Tellarites are used to thin atmospheres and require no extra or modified saving throws for thin or normal atmospheres.

To determine the atmospheric density of the planet, whether it is normal (like that of Earth), thick, or thin, roll 1D10 and consult the following table.

ATMOSPHERIC DENSITY	
Die Roll	Atmospheric Density
1-2	Thin
3-8	Terrestrial
9-10	Thick

The die roll for atmospheric density is a 10, which means that Spartal IV has a thick atmosphere.

General Climate

To determine the planet's general climate, whether it is temperate, tropical, desert, or arctic, roll percentile dice and consult the following table. The climate is only a general description. An arctic planet will have cool temperate zones, and a tropical planet may have warm temperate areas. Though Earth falls in the cool temperate range, it has climates in all the classes on the table.

The gamemaster should not be bound to the die rolls in this section, and random rolls here must be tempered with common sense. For example, a planet with less than 5% land area would be unlikely to qualify as a desert planet. The gamemaster is strongly urged to use this table only as a guideline that indicates a general direction. Feel free to substitute imagination for dice rolls at any time!

GENERAL CLIMATE	
Die Roll	Climate
01-15	Desert
16-35	Tropical
36-60	Warm Temperate
61-85	Cool Temperate
86-00	Arctic

A percentile roll of 62 means that Spartal IV has a cool temperate climate.

Mineral Content

The following optional system is used to determine the mineral content of the planet. To eliminate the trouble of mapping each individual vein of ore, percentile dice are used to determine the percentage chance of finding a certain mineral in a given area.

Mineral content is divided into five categories: normal metals (iron, copper, aluminum, etc.), special minerals (pergium, topaline, ryetalyn and other *STAR TREK* inventions), radioactives (uranium, plutonium, etc.), gemstones (diamonds, rubies, flame gems, etc.), and industrial crystals (dilithium, special silicates, etc.). For each category (or each mineral, if the gamemaster needs that detail) roll percentile dice, divide by two, round up, and subtract the modifier, if any. This will give the likelihood of finding it in any given area on the planet.

The modifiers show that some minerals are quite rare (industrial crystals, special minerals), and some less so. If, after subtracting the modifier, the number is zero or less, the planet will not have the mineral type in question. Only one type of special mineral or industrial crystal will be found on any planet. The modifiers may be changed at the gamemaster's discretion, particularly if he wants to 'load' a particular area with one or more minerals.

The general percentages generated in this way can be determined by a ship's sensor scan from orbit. Such a survey takes about 5 hours times the planetary gravity factor, which modifies the roll to account for a small or large planetary surface area. Round off the result to the nearest hour.

CHANCE FOR MINERALS = D100-2 FOR EACH TYPE

Mineral Type	Modifier
Normal Metals	0
Radioactives	-20
Gemstones	-30
Industrial Crystals	-35
Special Minerals	-40

The percentile dice roll for normal metals was 57; thui Spartal IV has 29% chance for normal metals. The roll fo> radioactives was 82, and the chance for radioactives is 21%/< (82 -T- 2 = 41; 41 - 20 = 21). The roll for gemstones was 86 and the chance for gemstones is 13% (86 -r 2 = 43, 43 - 30= 13). The roll for industrial crystals is 95, and thi chance for industrial crystals (dilithium in this case) is 13°A (95 -s- 2 = 47.5, rounded up to 48; 48 - 35 = 13). The roll fo> special minerals was 03%, and so there are none on tht planet (3-5-2=1.5, rounded up to 2; 2 - 40 = - 38, or 0). Thh scan takes 6 hours (5x 1.2 = 6) after the ship begins standarc orbit.

Once the general percentage chance is determined, < landing party with a professional-level geologist (SkiII Ratine of at least 40 in *Geology*) may make closer scans with « sciences tricorder. The gamemaster then makes a secret per centile'dice roll against the generated percentage to see i the area being surveyed actually contains the desired miner als. If the roll is equal to or less than the base chance fo that mineral, a deposit is present in the survey area. It i possible, but not likely, that more than one mineral type wi be abundant in a specific survey area.

It takes 10 hours for a landing party to check a squar kilometer for mineral deposits. More than one party can b used, proportionally reducing the time. (Two parties can d< it in 5 hours, three in $3^1/3$ hours and so forth.) Each part must have at least one geologist with a sciences tricordei

Also, the parties must separate to be effective, which means the groups likely will be too far away to help one another if there is trouble.

At the end of the scan in an area, the geologist gains the information he seeks. If no professional-level geologist is present, the gamemaster must make a determination if the characters in the landing party have the skill to notice the mineral deposit. The gamemaster must also determine how accessible the material will be.

NEW LIFE

The system presented here will help determine new life-forms on the world being designed, whether or not they are intelligent enough to be called thinking beings, what they look like, and what their abilities are. Mammals predominate to reflect the *STAR TREK* universe as seen in the TV series; most dominant species on worlds visited by the *USS Enterprise were* mammals. As information is developed, it should be recorded in two places: on the *Alien Creature Record and* on the *Life And Civilization Log,* described below.

ALIEN CREATURE RECORD

The *Alien Creature Record* provided at the end of this book should be used to record the information generated when creating alien creatures, whether they are animals or thinking beings. The alien creature design system follows the record form, with each step adding new information to it. This record is shown in the illustration. Permission is granted for players and gamemasters to photocopy this form for reasonable personal use.

ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR ____ END ____ DEX ____ MENT ____

(For Intelligent Races Only) INT ____ CHA ____ LUC ____ PSI ____

Tactical Movement and Combat Statistics:

AP ____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

An example of this form has been provided, with all of the information filled in for the F'lanari, the dominant form for Spartal IV. After each step in the process is explained in the text, the appropriate information will be generated for this example. This information is shown shaded in the text that follows.

DESIGNING ALIEN CREATURES

Follow this procedure step-by-step, filling out the *Alien Creature Record* as each piece of information is generated. This system does not use 'one from column A, one from column B.' The table will develop a basic idea of what the creature is like and its attributes. The rest is up to the gamemaster to decide as he fleshes out the details. Create all alien creatures, intelligent or not, by using the following rules. If they are determined to be intelligent, build them into an alien race using the information in the **New Civilizations** section.

The dice rolls are meant as guidelines. Because they are random, improbable creatures may result. Feel free to pick and choose instead of rolling dice, particularly if you have something specific in mind!

Dominant Life-Form

The major life forms of a new planet may be designed using the procedure below, but only one is likely to dominate the planet, just as Man dominates Earth. It will be the most highly developed life form on the world. Representatives of all groups will be in evidence on the planet as well, but none of the groups above the dominant group will have much importance. Thus, if the dominant form on a planet is an amphibian, it is certain that there will be fish, insects and mollusks, plants, and microorganisms on the planet; but any reptiles, birds, or mammals native to that world are likely to be relatively unimportant members of the food web.

The table below gives the chances for each group of being the dominant life form; the term 'Special' includes creatures made of pure energy, gas, crystalline material, or anything else the gamemaster chooses.

The table also indicates if the dominant life form is a thinking (sentient) creature, another alien race. If the dominant life form is determined to be intelligent, it is possible (though not likely, competition between species being what it is) for another form on the planet to be intelligent as well, just as dolphins may be intelligent on Earth. If the dominant life form is merely an animal, likely with a well-developed animal intelligence, there is little chance that another, more intelligent (or thinking) race also inhabits the world.

To determine the type of life form that dominates the world, roll percentile dice and consult the table below. The 'Percent Sentient' column indicates the chance for the dominant life form to be a thinking creature. After the life form type has been determined, roll percentile dice again and compare the roll to the table to see if the life form is an intelligent race. If the roll is less than or equal to the Percent Sentient, then the dominant life form is a race of thinking beings.

If the dominant species is determined to be intelligent, make both rolls again to determine if the world has a second intelligent form. First roll to find the life form type, and then roll again to see if it is intelligent. If the second Percent Sentient roll indicates intelligence, reroll. If the new Percent Sentient roll indicates intelligence as well, there are two intelligent races on the world.

DETERMINING DOMINANT LIFE FORM		
Dice Roll	*Dominant Life Form*	*Percent Sentient*
01-04	Plants	1%
05-07	Lower Animals	0%
08-14	Insects/Arthropods	3%
15-20	Fish	5%
21-35	Amphibians/Reptiles	7%
36-50	Birds/Avians	7%
51-96	Mammals	10%
96-00	Special	90%

The percentile dice roll for Spartal IV's dominant life form is 83, indicating that it is a mammal. A second percentile dice roll of 39 indicates that it is not sentient This should be recorded on the Alien Creature Log.

Suppose that the dominant life form on Spartal IV had been sentient, the dice would have been rolled again to see if another race also existed, The roll of 48 indicates that the second most important race is a bird or avian creature. The Percent Sentient roll is 05, indicating that it might be intelligent, but the confirming roll is 72, and so it is not.

Alien Attributes

Intelligent (sentient) alien creatures have 7 attributes just like other player character or NPC races. If they are not sentient, however, alien creatures use only 3 standard attributes (STR, END and DEX) and one special attribute indicating its level of animal intelligence, or mentation; this special attribute is called the mentation rating (MENT), as described below. Non-intelligent alien creatures normally have no CHA, LUC, or PSI scores, though this may not hold for special cases. A race may have a PSI rating, and an individual pet might even be said to have a CHA score, if it is intelligent enough to be persuasive in some manner.

Attribute Scores For STR, END, and DEX

For alien creatures of all types, STR, END, and initial DEX scores are determined by the table below, as well as the damage they do in unarmed combat or any natural armor protection they may have. These scores are determined by the creature's size and its type. For plants and special creatures, the gamemaster is on his own.

It is recommended that the gamemaster design most sentient races to be small, medium, or large in size. As with the other creation systems, the information designed here may be used or not as the gamemaster sees fit.

To use the table for the dominant race, find the creature type in the left-hand column and its size in the top row. To use the table for other animals, roll percentile dice two times. The first roll tells which type the creature is, and the second roll tells what its size is. Cross-index the creature type in the left hand column and the size in the right-hand column; the numbers in the box indicate the dice rolls necessary to find the attributes for the race.

The top number tells what dice to roll to find the average STR for the race; this dice roll should be made now. It gives a number that represents the STR of an average, healthy individual; any one of the creatures may have a higher or lower STR score, just as player character scores are higher or lower than average.

The second number tells what dice to roll to find the average END score for the race; this dice roll should be made now. Like the STR score, the roll gives a number that represents the END of an average, healthy individual.

The third number tells what dice to roll to find the initial DEX for the race; this dice roll should be made now. It, too, gives a number that represents the initial DEX of an average, healthy individual. This initial DEX will be modified later for the creature's feeding habits.

The fourth number tells what dice to roll every time the creature does damage in unarmed combat. This roll is made only in combat after a successful hit, and is not made at this time. This roll will be modified by the creature's Skill Rating in *Unarmed Personal Combat,* which is determined below.

The fifth number, if any, gives the dice roll to find the value of the creature's natural armor protection. This roll should be made at this time.

After the dice rolls are determined, roll the dice as indicated, and record the STR score, the END score, the initial DEX score, and the armor score on the *Alien Creation Record.*

ALIEN ATTRIBUTE GENERATION TABLE
SIZE (ROLL D1OO)

		TINY 01-03	VERY SMALL 04-15	SMALL 16-36	MEIDUM 37-64	LARGE 65-85	VERY LARGE 86-97	HUGE 98-00
AMORPHOUS 01-05	STR Roll	D10	D10+8	3D10+5	3D10+20	3D10+45	3D10+70	D100+80
	END Roll	2D10	4D10+1Q	4D10+40	4D104-80	4D10+125	4D10+170	D100+225
	OEXRoll	D100	D100	D100	D100	D100	D100	D100
	Armor Roll	—	D10-5	D10	D100-4	D100-4	D100-2	D100-2
	Damage Roll	D10-3	D10-3	D10	D10	D10+3	2D10	3D10
INSECT 0&20	STR Roll	2D10	4D10+10	4D10+40	4D10+80	4D10+125	4D10+170	D100+225
	END Roll	2D10	4D10+10	4D10+40	4D10+80	4D10+125	4D10-M70	D100+225
	DEXRoll	4D10+65	4D10+60	4D10+55	4D10+50	4D10+35	3D10+30	3D10+15
	Armor Roll	—	D10-5	D10	D10+5	D10-f15	D10+25	D10+35
	Damage Roll	D10-3	D10	D10+3	2D10	3D10	4D10	5D10
FISH 21-35	STR Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	END Roll	2D10	3D10+15	3D10+40	3D10+70	3D10+115	4D10+160	D100+175
	DEXRoll	4D10+40	3D10+40	3D10+35	3D10+30	3D10+25	3D10+20	3D10+15
	Armor Roll	—	D10-5	D10	D10+5	D10+10	D10+15	D10+20
	Damage Roll	D10-3	D10-3	D10	D10+3	2D10	2D10+3	3D10
AMPHIBIAN 36-50	STR Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEXRoll	D100+60	D100+40	D100+30	4D10+30	4D10+20	4D10+15	4D10+5
	Armor Roll	D10-8	D10-7	D10-6	D10-5	D10-4	D10-3	D10-2
	Damage Roll	D10-3	D10-3	D10	D10+3	2D10	D10+15	3D10
REPTILE 51-65	STR Roll	D104-2	3D10	3D10+15	3D10+40	4D10+70	4D10+100 -	D100+140
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEXRoll	3D10+35	3D10+30	3D10+30	3010+30	3D10+20	3D10+5	3D10-5
	Armor Roll	—	—	D10-5	B.10	D10+5	D10+10	D10+15
	Damage Roll	D10-3	D10-3	D10	D10+3	2D10	2D10+3	4D10
BIRD 66-75	STR Roll	D10	D10+8	3D10+5	3D10+20	3D10+45	3D10+70	D100+80
	END Roll	D10-2	2D10	2D10+5	2D10+15	2D10+35	3D10+50	D100+60
	DEXRoll	3D10+40	3D10+35	3D10+35	3D10+35	3D10+30	3D10+25	3D10+20
	Armor Roll	—	—	—	—	—	D10-9	D10
	Damage Roll	D10-3	D10-3	D10	D10	D10+3	2D10	3D10
MAMMAL 76-95	STR Roll	D10	2D10+5	3D10+10	3D10-f30	3D10+60	3D10+90	D100+100
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEXRoll	3D10+10	3D10+20	3D10+25	3D10+30	3D10+20	D10+5	3D10-5
	Armor Roll	—	—	—	D10-5	D10	D10+5	D10-I-10
	Damage Roll	D10-3	D10-3	D10	D10+3	2D10	2D10+3	3D10

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Attribute Scores For INT, LUC, **And PSI**

These traits are created only for sentient alien races. Those new aliens that are not thinking creatures will have a MENT score instead. These attributes should probably center around a percentile die roll, just as humans and other known sentient races do in *STAR TREK:* **The Role Playing Game.** Die modifiers similar to those used for the known player and non-player races should be developed for each new race as well. Gamemasters are left to their own discretion here, but care should be taken to maintain game balance. Gamemasters should be EXTREMELY reluctant to create a race that is more lucky than Humans or more psionically gifted than Vulcans, without handicapping them in some compensating way. Make the appropriate dice rolls for INT, LUC, and PSI and record them on the *Alien Creation Record.*

INT, LUC, PSI Scores: D100 + Modifier

MENT **Scores For Alien Animals**

A non-intelligent alien creature still has some animal intelligence. At the lowest level, the animal reacts to its environment, but little more; such creatures have a Mentation level of *Reactant.* One step up the scale are creatures of *Low Animal Intelligence;* these creatures react to their basic needs for food, shelter, and perhaps defense, but do little else. One more step up the scale are creatures of *Medium Animal Intelligence;* these creatures have basic animal cunning and are capable of being trained. The fourth step includes creatures of *High Animal Intelligence;* these creatures have the ability to solve rudimentary problems, may have a moderately complex social order, are capable of loyalty, learn from their past mistakes, and can be trained with ease. At the top of the scale are creatures with *Very High Animal Intelligence,* perhaps bordering on true intellect; these creatures have the ability to solve more-complex problems, can learn, and are capable of basic communication with man.

The table below gives these various mentation levels and examples for each. To find the initial MENT for a new life form, roll 1D10, consult the table, and record the information on the *Alien Creation Record.*

MENTATION LEVELS FOR ALIEN ANIMALS

Die Roll	Mentation Level (MENT)	Examples From Earth
1	Reactant	Mosquito, earthworm, clam jellyfish
2-3	Low Animal Intelligence	Rabbit, chicken, snake, goldfish, ant
4-6	Medium Animal Intelligence	Rat, hawk, crocodile, bass
7-9	High Animal Intelligence	Wolf, whale
10	Very High Animal Intelligence	Chimpanzee, gorilla, perhaps dolphin

Modifiers For Feeding Habits

The creature's form and size determines its basic DEX, but this is modified by the type of food it eats. Animals that eat meat (carnivores) are assumed to be more agile, on the whole, than animals that eat only plants (herbivores), though this clearly is not always the case. Animals that eat both meat and plants (omnivores) are assumed to be somewhere in the middle. Therefore the creature's initial DEX score, determined earlier, is modified by its feeding habits.

Furthermore, carnivores are assumed to be more intelligent than herbivores, and omnivores are assumed to be more intelligent than carnivores. Thus, the MENT scores for these creatures must be modified as indicated below.

The table below shows the three types of creatures. For each new life form, the gamemaster should determine its feeding habits, either by choosing it or by rolling 1D10 and consulting the left-hand column. Then the gamemaster must read across, consult the table below, and apply the modifiers to the creature's initial DEX and MENT scores. Then the modified DEX and MENT scores should be recorded on the *Alien Creation Record.*

MODIFIERS FOR FEEDING HABITS

Die Roll	Feeding Habits	DEX Modifier	MENT Modifier
1-4	Carnivore	+20	+1
5-6	Omnivore	+10	+2
7-10	Herbivore	0	

Tactical Movement And Combat Statistics

The creature's action points (AP) are determined as follows. Divide the modified DEX by 10 and round down. Roll 1D10, divide by *2,* and round down again; add this to the first number to give the initial AP. To compensate for the greater agility of meat-eaters, herbivores are assumed to move more quickly (over short distances) than carnivores or omnivores in order to escape from being eaten; their AP score is modified by +2 to reflect this.

Carnivores, because they must kill their prey before they eat it, are assumed to have a higher Skill Rating in *Unarmed Combat* and to give more damage than omnivores. Herbivores, because they eat relatively defenseless plants, are assumed to have a lower Skill Rating in unarmed combat and to give less damage than omnivores. The table below gives the rolls necessary for establishing the creature's Skill Rating and the modifiers to the damage that they give. To find the Skill Rating, roll percentile dice, divide by 2, and round down; this gives base Skill Ratings between 1 and 50. The feeding habits modify this roll, so that carnivores have ratings between 41 and 90 and omnivores have ratings between 21 and 70.

The average To-Hit Number for unarmed combat is determined by adding the creature's average modified DEX to its Skill Rating in *Unarmed Combat.* Divide this total by 2 to give the average To-Hit Number for the race. This number, which should be calculated now, represents the ability of an average, healthy individual; any given individual may have a greater To-Hit Number or a lesser To-Hit Number, at the gamemaster's option.

The base damage is determined by the *Alien Attribute Table*. This is modified by the creature's Skill Rating in *Unarmed Personal Combat*. To find the modifier, divide the Skill Rating by 10, round down, and add any modifiers because of feeding habits from the table below. This gives modifiers between 5 and 10 for carnivores, between 2 and 7 for omnivores, and between 0 and 4 for herbivores. This means that every time the creature scores a successful hit in unarmed combat, the damage given is the dice roll from the *Alien Attribute Table* plus the modifier determined from the table below.

Once the AP score, Skill Rating in unarmed combat, To-Hit Number, and damage are determined, record them on the *Alien Creation Record*.

TACTICAL MOVEMENT AND COMBAT STATISTICS

Feeding Habits	AP Score	Combat Skill Rating	Damage Modifier
Carnivore	DEX-^ 10+D10-H2	40 + D100-2	Skill Rating -MO + 1
Omnivore	DEX-^ 10 + D10 + 2	20 + 0100-^-2	Skill Rating -MO
Herbivore	DEXH- 10 + 010-^2 + 2	D100-2	Skill Rating + 10-1

The F'lanari have a modified DEX of 64; .dividing this by 10 gives 6.4, rounded down gives 6. The 1D10 roll for their AP score is 9; dividing this by 2 gives 4.5, rounded down gives 4. They are carnivores, and so there is no modifier, and so their AP score is 6+4, or 10.

The percentile roll for their Skill Rating in Unarmed Combat *is 89; dividing this by 2 gives 44.5, rounded down is 44. After adding the modifier of +40 because they are carnivores, their Skill Rating is 84.*

The F'lanari have an average DEX of 64 and a combat Skill Rating of 84. Adding these together gives 148; dividing by 2 gives 74. This means that their average To-Hit Number is 74, and they hit 74% of the time in unarmed combat.

The F'lanari give a base damage of 2D10 in unarmed combat because of their high sr/?. This is modified for their skill in unarmed combat To find this modifier, divide their Skill Rating of 84 by 10, giving 8.4; round down to give 8. Because they are carnivores, there is an additional modifier of +1, bringing the total Damage Modifier to 9, Adding this to the creature's base damage makes the damage 2D10 + 9.

Fleshing Out The Numbers

The *Alien Character Record* shows all of the numbers that define a new life form. Just as a *Character Sheet* only gives the skeleton of a player character, the *Alien Character Record* only gives the skeleton of the race just created. The gamemaster must look at the numbers and turn them into a flesh-and-blood (in most cases) creature. There are no real guidelines for this, but there are a number of questions that the gamemaster can answer for himself to help this process.

1. Where does the creature live? In trees, in the air, in water, on the ground?

2. How does the creature move? The answer to this question depends on its DEX score, its AP score, and on where it lives. For example, if the creature lives on the ground, does it walk on 2 legs, 3 legs, 4 legs, or more, or slither on its belly?

3. What does it eat? The answer to this depends on its feeding habits and its skill in unarmed combat, which can be used as a measure of its hunting ability.

4. How does it get its food? The answer to this depends on its STR, INT or MENT, its DEX, its feeding habits, and its skill in unarmed combat. The answer to this, coupled with the creature's type, size, and END may give a hint about the shape of its body.

5. What does its skin look like? The answer to this can be used to explain its armor protection.

6. How does it do its damage? With teeth, claws, tail, arms, or sting? The answer to this depends on what type of creature it is. It also can be used to explain how much damage the creature does.

When these questions (and others that the gamemaster surely will think of) are answered, write the information about the creature on the *Alien Creation Record* as shown in the illustration.

Now we can flesh out the F'lanari's description a bit. Obviously, we are dealing with a very dangerous animal here - both strong and fast. We picture it as an animal that stands upright on 2 legs, one that is not quite a thinking animal, but at least as intelligent as one of the great apes of Earth.

The F'lanari stand about 8 feet tall, with a well-muscled but sleek body, with golden brown fur. It resembles the Earth legends of Bigfoot or the Abominable Snowman, but is much more slim and agile. It probably has the DEX and AP to be a natural climber, and so it probably lives in mountainous terrain. It scrambles up and down sheer cliffs deftly, attacking any prey it can find.

We will say that the F'lanari are highly territorial and mate for life, forming no group larger than an individual family. Young are run out by the jealous parents as soon as they can fend for themselves. These things have a nasty temper!

Given another million years or so, these creatures might develop enough intelligence to be called truly intelligent. For now, they are merely dangerous, violent beasts.

The completed Alien Creation Record *for this creature is shown to give you the idea on how to write one up.*

ALIEN CREATURE RECORD

Name: ___F'lanari___
Life Form: ___Mammal___   Size: ___Large___   Feeding Habits: ___Carnivore___
Attributes:
STR __75__   END __82__   DEX __64__   MENT __10__
(For Intelligent Races Only)
INT _____   CHA _____   LUC _____   PSI _____
Tactical Movement and Combat Statistics:
AP __10__   Combat Skill Rating __84__   Damage __2D10 +9__   Armor __5__
General Description: ___Upright, 2-legged animal, very strong and intelligent, with a sleek body, golden brown fur. It resembles "Bigfoot" but is slimmer and more agile. It inhabits mountainous terrain. Highly territorial, living in no group larger than a family.___

Combining this information with the World Log *for Spartal IV, we come up with the following background. The Andorian military survey party that discovered* Sparta/ IV *and the creatures named them 'F'lanari.' In the Andorian language, this means 'golden death-bringers,' referring to an old Andorian legend about berserk warriors created from gold by a mad magician.*

The F'lanari now are protected by the Federatioh until ecologists settle on a way to get at the valuable deposits in the mountains without being forced to exterminate the fierce F'lanari or lose miners to their deadly attacks.

ATTRIBUTE SCORES FOR INDIVIDUAL ALIENS

When generating values from the Alien Attribute Creation Table, a single number results, representing an average, healthy individual of the race. For the sake of play balance, individual members of the race should not vary by more than 25 points to either side of the number generated by the animal creation system.

For any individual's attribute, first determine if the attribute is greater than average or less than average. Roll !D10; I on a roll of 1 - 5, the attribute score will be less than average, and on a roll of 6 - 10 the attribute score will be greater than average.

Then determine if how much difference there is between the individual's attribute score and the average. For average attribute scores of 50 or lower, roll 1D10; for attribute scores of 51 or more, roll percentile dice and divide by 2. Add the number determined in this way to the average score if the individual's attribute score is to be greater than average. Subtract the number from the average attribute score if the individual's score is to be less than average.

NEW CIVILIZATIONS

The basic technological achievement of an intelligent race can be described by an overall assessment of the race's development in engineering and the hard sciences. Similarly, the social, economic, and political achievement of a civilization can be described by stating its development in social sciences and its basic attitude toward cooperation between individuals that shapes its specific government forms. In this game, these assessments are numerical indices called the technological index and the sociopolitical index, respectively.

In the system following, a 1D10 roll is used, with modifiers, to generate the six numbers that make up the Technological Index and the two numbers that make up the Sociopolitical Index. If the die rolls are too high, roll several times for each roll required, using the lowest number rolled. To parallel the system for generating attributes, a system is given below that will generate indices based on Human civilization in STAR TREK's time, except the index for psionics, which is based on Vulcan civilization.

This system uses dice rolls to generate the data and no system of random generation is even a fraction as good as the intelligent use of the human imagination. These dice rolls should be used only to spark a gamemaster's imagination or to give a push in one direction or another. The planets generated using this system, which is purely random, may not end up as being reasonable. Gamemasters should keep in mind that the system provides a guideline to the relative chances for each civilization attribute and does not guarantee overall acceptability.

Gamemasters should not be bound by this dice rolling procedure, but should feel free to throw out any results that make no sense given the physical type of the alien race or the campaign situation desired. Gamemasters should be reluctant to introduce many races that exceed the Federation's capability and extremely reluctant to introduce a race that exceeds the Federation's capability in more than one area.

LIFE AND CIVILIZATION LOG

The Life And Civilization Log is used to record the important information about a world where there is some civilization. Usually, it will not be used for worlds without intelligent, thinking, dominant life forms. The log has two parts. One of these summarizes the important aspects about the world's dominant life form. The other gives the important information about the life form's civilization. In the illustration, the shaded portion is filled in from the Alien Creation Record for the dominant life form.

LIFE AND CIVILIZATION LOG

The civilization creation system follows the unshaded part of this log, with each step adding new information to the it. An example of this log has been provided, with all of the information filled in for the civilization of Phoebus III. After each step in the process is explained in the text, the appropriate information will be generated for this example.

THE TECHNOLOGICAL INDEX

The technological index is composed of 6 numbers that range from 0 to 9, one for each area. Zero indicates no noticeable development and 9 indicates the highest level of development known at the time the Federation adopted the system; intermediate levels have proportional development. If a civilization has gone beyond the Federation in some respect, it is given a letter value instead of a number, beginning with A, which would correspond to a value of 10, and so on. Alphabetic designations are defined by the Federation Science Council as they are needed; a recent addition, they are rare and have been used only for psionically advanced races such as the Metrons and the Organians.

Technological Index Classifications

The classifications in the technological index, then, is a six-place series of numbers and letters, with the places represented in the following order: space sciences, physical sciences, engineering, planetary sciences, life/medical sciences, and psionics. For each area, the various numbers (or letters) represent breakthroughs that have a major effect on a culture's development. These breakthroughs do not proceed equally in all areas of achievement. Thus, where a race may be highly advanced in life sciences, it may still know very little about physics or engineering.

For example, the designation for Terra (Earth) in STAR TREK's time is 999994. In STAR TREK's time, Terra is on the verge of gaining a rating of "A" in life sciences, due to widespread experimentation in large-scale organ regeneration. A major breakthrough would make Earth the most advanced Federation member-planet in this regard.

The accompanying table gives brief descriptions for the divisions in the technological index for each classification, along with some representative accomplishments at each level.

Creating The Space Science Index

Generate the space science index by rolling 1D10. Subtract 4, making all negative results 0. This will give space science indices of 0 to 6. Space science indices above 6 are possible only if the gamemaster chooses that a culture will be capable of interstellar travel.

No interstellar-capable race should be generated as the result of random rolls. The addition of another spacefaring race to the STAR TREK universe should be considered carefully by a gamemaster, keeping in mind its effects on his campaign and on the players in it. Such a step should never occur because of a series of die rolls.

After it has been created, record the space science index on the Life And Civilization LOQ in the space provided.

The 1D10 roll for the space science index of Phoebus III is 9. Subtracting 4 gives 5, indicating that the people of Phoebus III are constructing space craft for'unmanned space probes and artificial satellites, and that they are gathering data from the far reaches of the galaxy with their radio telescopes.

Space Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Star recognition; constellations; basic astronomy and navigation
2	Recognition of other planetary bodies
3	Solar system mechanics; planetary motion
4	Relativity; celestial mechanics; stellar evolution
5	Basic astronautics; unmanned space probes; radio astronomy
6	Manned spaceflight; interplanetary piloting; environment suits
7	Manned interstellar probes
8	Impulse drive; sublight-speed vehicles
9	Warp drive; faster-than-light vehicles; advanced astrogation

Engineering Index

Rating	Accomplishment
0	No accomplishment
1	Rudimentary toolmaking; shelter building
2	Basic metallurgy; pulleys; complex levers; windmills and water wheels
3	Basic mechanics; steam power; flood control and hydroelectric power
4	Reciprocating engines
5	Heating and cooling systems; heavy machinery
6	Transistors and basic electronics, including computers
7	Advanced microcircuits and computer technology
8	Micromolecular circuitry
9	Atomic-level circuitry; gravity control technology

Life/Medical Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Basic herbal medicine; cultivation of plants
2	Basic anatomy; animal husbandry; basic microscopy; cell theory
3	Basic physiology; detailed anatomy; blood and tissue typing
4	Basic genetics; microbiology; nitrogen cycle; routine surgery
5	Bacteriology and immunology; hybridization; basic hydroponics
6	Basic DNA and gene research; basic artificial limbs and organs
7	Gene surgery; advanced bionics and organ transplants; food synthesis
8	Portable medical scanners; cloning
9	Propoplaser surgery; major nerve regeneration

Physical Sciences Index

Rating	Accomplishment
0	No accomplishment
1	Control of fire; recognition of solid, liquid, gaseous states
2	Complex optics; rudimentary chemistry
3	Laws of motion; classification of compounds
4	Basic electricity; discovery of chemical elements
5	Radio communication; x-ray theory; atomic theory; organic chemistry
6	Atomic fission; microwave theory; electron microscopy
7	Controlled fusion; laser technology; heavy element chemistry
8	Subspace radio theory; advanced catalyst chemistry
9	Transporter theory; phaser technology; transmutation of elements

Planetary Sciences Index

Rating	Accomplishment
. 0	No accomplishment
1	Recognition of weather cycles and seasons
2	Empirical weather prediction; mineral and ore recognition
3	Classification of basic minerals and fossils; basic geologic history
4	Basic scientific meteorology; hydrologic cycle; water wave motion
5	Basic earthquake prediction and weather modification
6	Harnessed geothermal energy;
7	Gravity control; ecological control and enforced ecological balance
8	Planetary weather and climate control; crustal stress relief
9	Terraforming

Psionics Index

Rating	Accomplishment
0	No accomplishment
1	Psi activity largely unrecognized or unknown
2	Psi activity recognized, but only rare cases; no understanding
3	Psi activity documented in selected individuals; no understanding
4	Psi activity widely recognized; rudimentary understanding of use
5	Psionics measured in many; basic psionic theory understood
6	Psionics seen as conservable resource; wide-spread psionic research
7	Rudimentary training provided to psionically-gifted individuals
8	Psionics cultivated in all; widespread basic training provided
9	Widespread acceptance and use; extensive psionic training provided

Creating The Physical Science Index

Generate the physical science index by rolling 1D10. Subtract *2,* making any negative numbers 0. This gives physical science indices between 0 and 8. Spacefaring races probably have physical science indices of 9 or more. After it has been created, record the physical science index on the *Life And Civilization Log* in the space provided.

> *The 1D10 roll for the physical science index of Phoebus III is 8. Subtracting 2 gives 6, indicating that the people of Phoebus III routinely use x-rays, radio theory, the atomic theory, and organic chemistry. Furthermore, they understand and use microwaves, electron microscopes, and rudimentary atomic fusion.*

Creating The Engineering Index

Generate the engineering index by rolling 1D10. Modify this base number according to the physical science index, choosing the modifier from the table below. After it has been created, record the engineering index on the *Life And Civilization Log* in the space provided.

ENGINEERING INDEX MODIFIERS

Physical Science Index	Engineering Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

> *The 1D10 roll for Phoebus III's engineering index is 6. The table shows that there is a +1 modifier for its physical science index of 6. This brings the engineering index of 7, which means that the people on Phoebus III routinely use microtrcuitry and computers.*

Creating The Planetary Science Index

Generate the planetary science index by rolling 1D10. Apply a modifier from the table below, based on the physical science index. After it has been created, record the planetary science index on the *Life And Civilization Log* in the space provided.

PLANETARY SCIENCE INDEX MODIFIERS

Physical Science Index	Planetary Science Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebus III's planetary science index is 4. The table gives a modifier of + 1 for its physical science index of 6. This brings the planetary science index to 5, which means that the people on Phoebus III routinely predict earthquakes and the weather, and are beginning to modify the weather to suit themselves.

Creating The Life/Medical Science Index

Generate the life/medical science index by rolling 1D10. Apply a modifier from the table below, based on the engineering index. After it has been created, record the life/medical science index on the *Life And Civilization Log* in the space provided.

Apply a modifier from the table below, based on the engineering index. After it has been created, record the life/medical science index on the *Life And Civilization Log* in the space provided.

LIFE/MEDICAL SCIENCE INDEX MODIFIERS

Engineering Index	Life Science Index Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebus III's life/medical science index is 5. The table shows that there is a modifier of + 1 for its engineering index of 5. This, makes the life/medical science Index 6 which means that the people of Phoebus III are, constructing artificial limbs and organs, and they are initiating gene and DNA research.

Creating The Psionics Index

Generate the psionics index by rolling 1D10 and subtracting 3. Apply a modifier from the table below, based on the life sciences index. Make all negative numbers 0. After it has been created, record the psionics index on the *Life And Civilization Log* in the space provided.

PSIONICS INDEX MODIFIERS

Life Sciences Index	Psionics Modifier
0 or 1	-2
2 or 3	-1
4 or 5	0
6 or 7	+1
8 or 9	+2
A or more	+3

The 1D10 roll for Phoebus III's psionics index is 2, The table gives a modifier of +1 fonts life/medical sciences index of 6. This makes the psionics index 3, which means that although psi activity has been documented in the people of Phoebus ///, no real understanding of the phenomenon exists.

THE SOCIOPOLITICAL INDEX

The Sociopolitical Index is a two-digit index that contains values from 0 to 9. The first digit in this index is a measure of the culture's achievement in social science. The second digit is an indication of the culture's attitude toward cooperation.

When listed along with the Technological Index, the Sociopolitical Index follows it, with the two separated by a hyphen.

Social Science Index Classifications

The social science index, like the hard sciences indices within the technological index, is a linear progression in which 0 indicates no achievement and 9 indicates the greatest achievement known to the Federation at the time the index was determined. The table below gives the divisions of the index and examples for each division.

SOCIAL SCIENCE INDEX CLASSIFICATIONS

Rating	Accomplishment
0	No accomplishment
1	Recognition of formal leadership
2	Development of religion; specialization in professions
3	Development of social classes; symbolic economics
4	Basic socioeconomic theory
5	Basic psychology of own race
6	Psychoanalysis; behavior modification
7	Large-scale social planning
8	Elimination of racial, cultural, or sexual prejudice
9	Psychological theories and principles about alien races

Creating The Social Science Index

To create the social science index, roll 1D10 and subtract 3. Apply a modifier from the table below, based on the space science index, making all negative numbers 0. This will give a social science index between 0 and 7 for non-spacefaring races, and higher indices for races who probably have had contact with other spacefaring races. After it has been created, record the social science index on the *Life And Civilization Log* in the space provided.

SOCIAL SCIENCE INDEX MODIFIERS

Space Science Index	Social Science Index Modifier
0 through 4	0
5 or 6	+1
7 or 8	+2
9 or above	+3

The 1D10 roll for Phoebus III's social science index is 6. The table indicates a modifier of +1 for the space science index of 5. This makes the social science index 7, which means that although the people of Phoebus III have eliminated prejudice to some extent, racial, cultural, and sexual prejudice still exists. The governments of Phoebus III are engaged in widespread social planning.

Cultural Attitude Index Classifications

The cultural attitude index is more circular than linear, with no one division of the index considered inherently superior. The progression from 9 continues back to 0. Thus, 0 does not indicate no accomplishment as in the other indices. This is not to say that cultures need necessarily move along the chart in one direction or another. Federation members and associated cultures display a wide variety of index ratings, from anarchy to monarchy to unity and back again. Many of these societies have developed from one classification to another, as indicated by the table, but a number of others have not. Terra (Earth) in the 20th century and in *STAR TREK's tlme* has a cultural attitude index of 7. Vulcan has an 8, but just barely.

The table belowshows each division, and the paragraphs following the table give explanation of the divisions.

CULTURAL ATTITUDE INDEX CLASSIFICATIONS

Rating	Cultural Attitude
0	Anarchy
1	Pre-Tribal
2	Early Tribal
3	Advanced Tribal
4	Feudal
5	Monarchy
6	Controlled Monarchy
7	Representative Structu re
8	Participatory Structu re
9	Unity
0	Anarchy

... and so on

Anarchy: This attitude has no form of enforced or codified cooperation between individuals. This can be a very primitive development as shown by cultures that have not learned to cooperate. It can also be a very advanced development, as shown by societies that have developed beyond the need to enforce or to specify the forms of individual cooperation. Thus, this classification both begins and ends the table, making it circular.

Pre-Tribal: This classification includes cooperation only by very small family groups or by larger groups on a temporary or some-time basis, such as temporary hunting alliances.

Early Tribal: This designation includes semi-permanent groups beyond the members of a family, as for hunting or mutual protection. Strong individual leaderships, rituals and customs are not present to any significant degree. Vulcan and Andor possessed early tribal structures of great stability.

Advanced Tribal: This designates societies with more stable groups, centered in a single area, that maintain a strong cultural identity, tribal customs, strong leadership, and identifiable legends, traditions, and history. The designation 'tribal/ held by some early sociologists to be inferior, has been proved on many planets to be a viable and very stable approach to cooperative effort. Modern Federation sociologists point to Earth's own American Indian cultures as being an excellent example of a very healthy form of advanced tribal structure.

Feudal: Societies in this classification are more widespread than tribal societies. They have developed an interdependence between the leaders and the followers, both groups having duties and obligations toward one another that bind them together, much as in an extended family. Choosing leaders is more ritualistic and less immediately practical.

Monarchy: Cultures in this classification have developed extremely strong leader/follower divisions, with selection of leaders almost exclusively ritualistic. Power is exercised by a few over the many, with fewer obligations on the part of the leadership.

Controlled Monarchy: In these societies, strong leadership of a ritualized nature is combined with a set of checks and balances to insure the well-being and cooperation of the populace.

Representative Structure: In this classification, leaders are chosen and decisions are made by representatives selected from among smaller interest-groups, whether they be regional, professional, or with some other base. Strong checks and balances protect the populace.

Participatory Structure: In these societies, individuals participate directly in major decision-making. For practical considerations, most of these cultures either are composed o1 a smaller number of individuals, or occur in technologically advanced societies.

Unity: Societies in this classification have no need for individual difference of opinion, such as in highly telepathic groups, hive cultures, or colony organisms.

Creating The Cultural Attitude Index

To create the cultural attitude index, roll 1D10, reading 0 as 0 and not 10. Modify this roll as needed, such as for large populations which are not technologically advanced, so that unlikely cultural attitudes are avoided. Record this index on the *Life And Civilization Log* in the space provided.

The 1D10 roll for Phoebus III's cultural attitude index is 7, indicating that representative government of some kind is standard on the planet

Some readers will have recognized Phoebus III as Earth of the 20th century. Its Technological Index is 567563, and its Sociopolitical Index is 77, In star atlases and in the library computer, the world would be listed as Terra (c.1984), So III,567563-77.

DESIGNING NPCS

For most NPCs, it only is necessary to provide the barest information. For others, a detailed character sheet should be created, much like that for a player character. Which tc choose is determined by how the NPC will be used. For major antagonists of the player characters, or for crew members who are likely to be called on for help often, a detailed character sheet almost is required. The method for creating these major NPCs is similar to that for creating player characters and is described below.

For NPCs who appear briefly and then disappear, only the bare bones need to be created. Sometimes, statistics and skills for unimportant NPCs need not be created at all, unless the player characters will engage them in combat. For these characters, and for general use, tables have been provided in the sections below.

DETAILED OFFICER DESIGN

Detailed NPC officers are designed just like player characters, which will create the characters' attributes, skills and combat statistics. In addition to this information, it usually is necessary at least to make notes on each important NPC's distinguishing physical characteristics, brief personal history, and a personality sketch, including his goals/motives and the way he will behave toward the player characters. A the end of this book, a form has been provided that you may photocopy to use for these detailed NPCs.

DETAILED ENLISTED MAN DESIGN

Occasionally, the need may arise to create a detailed non-player character who is an enlisted man. Such persons would be encountered frequently by players on shore leave or at Federation installations.

Although all personnel aboard *Constitution-class* starships are of Ensign grade and above, this is not true of other

Star Fleet vessels, where enlisted men and non-commissioned officers often greatly outnumber the officers. If a campaign is set on such a vessel, many important non-player characters may be non-coms or enlisted men.

Attribute Scores

To create such a character, roll % dice for ALL seven of the character's Attribute Scores. For any attribute except LUC and PSI, throw out any result of under 30 and roll that attribute again. Apply racial modifiers. Racial modifiers may raise these characters above 99 in an attribute. If a score for any attribute except LUC or PSI drops below 30 because of racial modifiers, it remains at 30; LUC and PSI scores may drop to 1, but no lower. Enlisted NPCs get no bonus attribute points to distribute.

Skill Ratings

Make a roll 1D10 for the Skill Ratings in 3 pre-enlistment background skills. Make two 1D10 rolls for the Skill Ratings in *Computer Operation, Modern Marksmanship,* and *Unarmed Personal Combat* Then make 10 rolls for the ratings in the character's Branch School skills. Usually, enlisted personnel will concentrate these rolls in one or two special skills that reflect their jobs.

For non-commissioned officers, make 2 additional rolls of 1D10 each in *Leadership* and *Administration.*

The skill lists developed by this method are the significant skills for that NPC non-com or enlisted man.

QUICK NPC DESIGN

Most of the time only an NPC's name, rank/title, race, gender, key attributes, key skills, and key equipment or knowledge is needed. The method for unimportant NPCs, particularly opponents, can be abbreviated by the tables given below.

For typical Star Fleet personnel and for typical opponents, these tables give the ranges for attributes and for the Skill Ratings of important skills. When a character is needed, simply make the required dice rolls. Much of the time this may be done on the spot, for it will be impossible to predict every NPC that the players will meet. For combat, however, it is a good idea to have the player characters' opponents detailed ahead of time, because the game would be slowed down considerably to roll all the required Attribute Scores, Skill Ratings, and To-Hit Numbers at the time they are needed.

QUICK NPC CREATION TABLES

Star Fleet Personnel

Typical Star Base Headquarters Commodore/Admiral

Attributes:

STR35 + 3D10	END30 + 4D10	INT55 + 3D10
DEX35 + 3D10	CHA55 + 3D10	LUC D100
PSI D100 -30		

Significant Skills:

Administration	55 + 4D10
Leadership	55 + 4D10
Negotiation/Diplomacy	55 + 4D10

Typical Captain, Constitution-c/ass *Starship*

Attributes:

STR50 + 2D10	END50 + 2D10	INT60 + 2D10
DEX50 + 2D10	CHA50 + 4D10	LUC D100
PSI D100-30		

Significant Skills

Leadership	50 + 4D10
Marksmanship, Modern Weapon	40 + 3D10
Negotiation/Diplomacy	50 + 4D10
Starship Combat Strat/Tactics	50 + 4D10
Unarmed Personal Combat	40 + 3D10

Typical Captain, Smaller Starship

Attributes:

STR45 + 2D10	END45 + 2D10	INT50 + 2D10
DEX45 + 2D10	CHA50 + 1D10	LUC D100
PSI D100-30		

Significant Skills

Leadership	40 + 4D10
Marksmanship, Modern Weapon	40 + 2D10
Negotiation/Diplomacy	40 + 3D10
Starship Combat Strat/Tactics	40 + 3D10
Unarmed Personal Combat	40 + 2D10

Typical Security Guard

Attributes:

STR60 + 2D10	END60 + 2D10	INT 50
DEX60 + 2D10	CHA40 + 1D10	LUC D100
PSI D100-30		

Significant Skills:

Marksmanship, Modern	40 + 3D10
Security Procedures	25 + 3D10
Unarmed Personal Combat	40 + 3D10

Typical Engineering Officer

Attributes:

STR60	END 55	INT55 + 3D10
DEX60	CHA50 + 2D10	LUC D100
PSI D1 00 -30		

Significant Skills:

Astronautics (Space Sci.)	50 + 4D10
Warp Drive Technology	50 + 4D10
Any 2 technical specialties	50 + 4D10

Typical Science Officer

Attributes:

STR55	END 55	INT55 + 3D10
DEX60	CHA50 + 2D10	LUC D100
PSI D100-30		

Significant Skills:

Computer Operation	40 + 2D10
Starship Sensors	40 + 2D10
Any 2 Science Specialties	55 + 4D10

Klingons

Landing parties carry hand disrupters and Klingon communicator/'corders. Security personnel carry disrupter rifles and sometimes wear armored vests (- 2 damage points from all hits). Command personnel (Captain, First Officer, Security Officer, Medical Officer) carry agonizers.

Typical Captain, Battlecruiser Or Major Warship

Attributes:

STR60 + 2D10	END55 + 2D10	INT50 + 2D10
DEX50 + 2D10	CHA30 + 2D10	LUC10 + 2D10
PSI 2D10		

Significant skills:

Interrogation (questioning)	60 + 2D10
Leadership	50 + 2D10
Marksmanship, Modern Weapon	40 + 2D10
Negotiation/Diplomacy	20 + 2D10
Starship Combat Strat/Tactics	40 + 2D10
Unarmed Personal Combat	40 + 2D10

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Typical Soldier/Guard
Attributes:

STR65 + 2D10	END60 + 2D10	INT30 + 2D10
DEX60 + 2D10	CHA20 + 2D10	LUC5 + 2D10
PSI 2D10		

Significant skills:

Marksmanship, Modern Weapon	40 + 2D10
Security Procedures	20 + 2D10
Small Unit Tactics	20 + 2D10
Unarmed Personal Combat	45 + 2D10

Romulans

Landing parties carry hand disrupters and communicators similar to Federation communicators. Security personnel carry disruptor rifles and wear armored vests and helmets (-2 damage points per hit).

Typical Sub-Commander
Attributes:

STR60 + 2D10	END60 + 2D10	INT50 + 2D10
DEX55 + 2D10	CHA50 + 2D10	LUC40 + 2D10
PSI 30 + 2D10		

Significant skills:

Administration	40 + 2D10
Leadership	60 + 2D10
Negotiation/Diplomacy	40 + 2D10
Starship Combat Strat/Tactics	50 + 2D10

Typical Centurion
Attributes:

STR70 + 2D10	END70 + 2D10	INT40 + 2D10
DEX65 + 2D10	CHA35 + 2D10	LUC30 + 2D10
PSI 10 + 2D10		

Significant skills:

Marksmanship, Modern Weapon	60 + 2D10
Security Procedures	40 + 2D10
Unarmed Personal Combat	60 + 2D10

Orions

All smuggler crew members carry sidearms, usually disruptors similar to Klingon disrupters, but occasionally Federation phasers.

Slave women employed in public entertainment often carry small, concealed knives, some of which may be poisoned or drugged. Their claw-like fingernails are usable in hand-to-hand combat (adding 2 damage points per attack).

Typical Smuggler Captain
Attributes:

STR60 + 2D10	END50 + 2D10	INT 50 + 2D10
DEX50 + 2D10	CHA50 + 4D10	LUC25 + 2D10
PSI20 + 2D10		

Significant skills:

Leadership	60 + 2D10
Marksmanship, Modern Weapon	40 + 2D10
Negotiations/Diplomacy	65 + 2D10
Unarmed Personal Combat	30 + 2D10
Starship Combat Strat/Tactics	65 + 2D10
Streetwise (including bribes)	60 + 2D10

Typical Slave Woman
Attributes:

STR40 + 2D10	END40 + 2D10	INT20 + 2D10
DEX80 + 2D10	CHA90 + 2D10	LUC40 + 2D10
PSI 30 + 2D10		

Significant skills:

Carousing (incl. seduction)	70 + 2D10
Dance	70 + 2D10
Music	40 + 2D10
Streetwise	60 + 2D10
Unarmed Personal Combat	30 + 2D10

Gorn

Landing parties carry Gorn blasters and communicators similar to Federation communicators.

Typical Captain
Attributes:

STR80 + 2D10	END75 + 2D10	INT50 + 2D10
DEX30 + 2D10	CHA30 + 2D10	LUC30 + 2D10
PSI 10 + 2D10		

Personal Combat Damage: +4, from claws and teeth
Natural Armor: -5 damage points/attack, for reptilian skin
Significant skills:

Leadership	40 + 2D10
Negotiation/Diplomacy	20 + 2D10
Unarmed Personal Combat	50 + 2D10
Starship Combat Strat/Tactics	40 + 2D10

Typical Soldier
Attributes:

STR90 + 2D10	END85 + 2D10	INT30 + 2D10
DEX25 + 2D10	CHA10 + 2D10	LUC20 + 2D10
PSI 10 + 2D10		

Personal Combat Damage: +4, from claws and teeth
Natural Armor: -5 damage points/attack, for reptilian skin
Significant skills:

Marksmanship, Modern Weapon	40 + 2D10
Small Unit Tactics	40 + 2D10
Unarmed Personal Combat	65 + 2D10

Tholians

The Tholians are designed to be the 'mystery beings' in the *STAR TREK* universe. No face-to-face contact should be allowed by gamemasters, and the exact nature of the members of this race should not be revealed to players. For the gamemaster's information, the information below gives the required Attribute Scores and Skill Ratings. No information should be provided to players about Tholian personal weapons or equipment.

Typical Captain
Attributes:

END40 + 2D10	INT60 + 2D10
CHA30 + 2D10	LUC 30 + 2D10

Significant skills:

Leadership	50 + 2D10
Negotiation/Diplomacy	20 + 2D10
Starship Combat Strat/Tactics	60 + 2D10

PRESENTING SCENARIOS

BY WM. JOHN WHEELER

It is not enough to have a good design, because an adventure design is not the game. It is only the skeleton around which the game will be built. The game itself is the presentation of the adventure and the judging of the action that results.

When presenting an adventure scenario, the gamemaster has two main jobs. His first job is to describe the setting, so that the players have an idea of where their characters are; he must be the characters' eyes, telling the players what their characters are seeing. His second job is to bring to life every NPC and creature that the player characters contact, including each crew member not controlled by a player, each incidental NPC, and, particularly, each important NPC; his speech and descriptions will allow the players to react to these NPCs as though they were real.

Part of the game's enjoyment comes from being able to suspend disbelief and actually feel like you are aboard a starship like the *Enterprise.* The more real he makes his setting seem, the more easily the players will assume their roles and the smoother the game will flow.

This chapter contains hints on how a gamemaster can make his presentations exciting, so that players become more involved in the game and enjoy it more. The first section below deals with describing the setting, and the second with describing and role playing NPCs.

SEEING THE PICTURE

Role play games are highly visual, even though they may be played only with pencil and paper. They are visual even though the most important part of the game is talk - talk between players or between players and gamemaster.

Role play games excite the imagination like no other gaming activity. Although solving problems is an important part of the game, and although how all the players work together certainly determines the gaming atmosphere, role play is the hook that brings the players back and the mental pictures created in a game are what make the hook.

We all come to role play with a well-developed enjoyment of fantasy in some form or other - we're interested in heros, villains, and situations larger than life, whether the settings of our fantasies are the lands of castles and legendary beasts, the gladiatorial arenas of Rome, the sage-brushed bluffs and scrub of the wild west, the opulence of a 1920's saloon, the rain-soaked battlefields of WWII, the post-holocaust rubble of New York, or the splendor of the starship *Enterprise.* Whatever the setting, we enjoy our flights of imagination (fantasies, in other words), because they allow us to become something we are not. The more real the role play seems, the more intense our enjoyment.

MAKING THE SETTING REAL

We create the 'reality' we experience in our games by drawing on our stored mental pictures. Whether we obtained our stored visual images from movies, television shows, cartoons, novels, comic books, history books, or even real life experiences, we use them constantly - they allow us to 'see' the action and the setting. The following description should give the idea:

As the shuttlecraft doors hiss open, the planet's greeting is like a blow to the head. The heavy, wet stench, enough to turn the strongest stomach, is matched only by the ugliness and desolation of the ruined landscape, seen through sheets of warm rain. Metal, twisted and burned, sticks out of rubble piles like skeletal fingers, pointing toward the yellowish clouds that hover overhead. Only the howling wind may be heard above the splash of the rain.

The words that we use to describe the game setting or its action trigger our memory, which selects from the wealth of mental pictures stored there and delivers them to our imagination. Our imagination alters these images and sends our consciousness a picture of what we know 'it must look like.

ROUTES TOWARD MORE APPEAL

There are two ways that gamemasters can increase the appeal of their presentations, one more important than the other. Gamemasters can make their descriptions more exciting by carefully choosing the words they use. Because the game depends on verbal descriptions, this is the more important way of increasing the appeal of any presentation. Gamemasters also can use a wide variety of game aids to focus the players' attention and increase involvement.

CREATING VIBRANT DESCRIPTIONS

As every fireside storyteller knows, the greater the visual appeal, the more thoroughly the listeners become involved in the story, 'seeing' the spooks that the storyteller describes. Role play games are much like stories, and gamemasters are storytellers, after a fashion. Thus, we, too, will be more effective if we increase the visual appeal of our stories. But this is only part of the answer.

Returning to the example above, we can see that visual appeal is only one of the things that calls up images. All of the senses - sound, smell, touch - must be included for the picture to be more complete. It seems that we must increase the *sensory* appeal of our games, by providing details that draw in the senses of our players. When we do this, we will help them to suspend the reality of the game room, and join the landing party on the newly discovered planet.

The most basic way to increase sensory appeal is to add detail to the descriptions of setting, action, props, and cast of characters. Dull descriptions make for dull games, spiced only by moments of action. Replace these with other descriptions that appeal to the players' senses, giving details that would be felt by the players if *they* were their characters.

These descriptions need not be written out in advance, but they need to be thought about before play. Few people have the story-telling knack so well perfected that they can wing it. Details need to be desianed along with the other parts of a good scenario. If the adventure scenario is purchased, adding description is particularly important, for complete descriptions usually are not provided.

THE FIVE SENSES IN GAMING

There are 5 senses that are important to players, 4 regular senses and one special one. These senses include sight, sound, touch, and smell, but not usually taste, for few characters will go around with their tongues out. The fifth sense is perhaps the most important - how it *feels to* the characters, their gut response. For each area, NPC, object, event that you wish to describe, use the list of these senses, checking each off when you have thought about what details you will use to describe it.

DOING YOUR HOMEWORK

The presentation of an adventure begins before the game itself. It will be hard to make the game interesting unless you have thought about it beforehand. At some time before each game session, take some time to assess the things that are likely to take place. Then, prepare for each likely encounter as detailed below.

Imagine you are in the encounter area yourself; look around with your mind's eye and list the important things that can be seen; often these will already be described in the design notes. Then, pick one or two words to describe each thing on your list, not only what each looks like, but also what it feels like and smells like, if these are appropriate. Note these descriptive words can be noted on the scenario key along with the other information there.

Second, imagine yourself again in the encounter area. Are there any sounds that stand out? Is there a prevalent smell? Is there any other sense data that the player characters are bound to notice? If the answer to any of these questions is yes, then jot a brief note describing the sensation. Although they usually are not as important to the players as the objects in the area, the added description will make the encounter area seem more real.

Third, try to describe what the players would feel about the area. Is it awe at a particularly beautiful sight? Is it oppressed by the lowering clouds and the gutted ruins? Whatever the sensation, if there is one, describe it in one or two words. After all, if the players were there they would feel it, and so it is up to you to describe it. Care must be taken with this description, for it is ineffective to say "You feel awe." or "You are afraid." Instead, try to choose words that give the impression you are trying for. It may be a grey box, but if you describe it as "a sullen, gray box, lurking in the shadows," your players will get the idea.

Fourth, do the same thing with each NPC involved in the encounter. Some of these will be unimportant, mere window dressing. Spend little time on them except to create an overall view. Spend your time instead on the important NPCs. For each, try to give a description, touching particularly on the things that might distinguish this NPC from the next. Use this *recognition handle to* fix the NPC in your players' minds. The recognition handle can be visual, perhaps a physical characteristic (hair style, eye color, a deformity, or body shape), a peculiarity of dress (a uniform, medals, or a filmy gown), or a mannerism (a limp, a fake smile, or wringing the hands). It also might be audible (a wheeze, a whine, an accent, or a way of speaking, like John Wayne's "Waaal, Pilgrum."). It even might be smelled (beery breath, incredible BO, cheap perfume). The point is to give the *players* some handle to remember the character by.

Last, imagine yourself witnessing the encounter. Are there any hints that a perceptive or lucky character might notice that would aid him? Can these hints be described? If so, note them down. Use only a short-hand code, for usually thinking about the hint will be enough to spark your memory when the encounter is played.

Sure, this process is time-consuming. It is not necessary for all encounters, particularly those that will occupy only a fleeting moment in the game. It should be done, however, for each encounter that will take significant game time.

A THRILL A MINUTE

Much of role play's appeal comes from the thrill players get when they flirt at the edge of disaster. It seems that the more dangerous the encounter (to a point), the more players enjoy having lived through it. Details in a description momentarily raise the amount of danger that the players feel during an encounter. For example, a landing party happens upon a patch of strange flowers, barring further progress; the actions they take are likely to be different if the flowers are described as fleshy and blood red, smelling faintly of dead meat. The details about the flowers, followed by the gamemaster asking if the player characters continue forward, leads to a series of decisions that stem from the possibility that the flowers are dangerous.

Gamemasters should be aware that if they provide detailed descriptions only in situations dangerous to the player characters, then their descriptions are like neon signs that read "BEWARE." Some of the detailed descriptions a gamemaster gives should be in dangerous situations, but some also should be for things helpful to the player characters, and some should just be window dressing. In this way, the gamemaster can keep the players guessing, never sure which clue will save or sever their necks.

USING GAME AIDS

The second route a gamemaster can take in adding excitement to his presentation is to use game aids. Game aids fall into three general groups: flat, 2-dimensional aids such as maps, floor plans, drawings, sketches, photographs, ship consoles, counters, and so on; 3-dimensional game aids scaled down in size, such as miniature scale-model starships, miniature figurines, and scale terrain; and full-size artifacts, such as a copy of a coded message, a simulated hand phaser, or a uniform. Any of these may be used in a game session, and the groups may be combined for greater flexibility.

MAPS AND MOVEMENT

A map can be a powerful descriptive tool, sparking the imaginations of both gamemaster and players. Detailed maps allow the gamemaster to describe what is shown in great detail, because he does not need to describe things that the map shows at a glance, such as size or relative position/The players can use the map to make wider, more creative choices of action, for their character's environment becomes more real. Every detail on the map has the potential for use, and games that use detailed maps usually have highly creative play.

Maps define not only space, but also time. Because they show how far apart things are, players with accurate senses of how fast something occurs (such as how far a man can move in one turn) can use the maps to predict movement. Therefore, it is difficult to discuss maps and mapping without also considering movement rates.

Tactical Map Scale

This game's tactical map scale is 1 inch = 3 meters (1:120; 1" = 10'), or about the scale of 15mm figures. It is used for buildings and starship deck layouts, most often using a grid of half-inch squares; at this scale, one square is $1^1/2$ meters across. This scale is very convenient for showing tactical combat. Four characters can fit in a square. At this scale, maps show detailed building interiors, individual trees, and other obstacles to movement and sight. Control panels and consoles, furniture, doors, and other furnishings can be shown in a size that is easy to see and use.

All combat and player interaction must be carried out in the tactical scale. When needed maps are not provided, the gamemaster should sketch them on blank graph paper or on a plastic grid board or mat. Many times interaction can be carried out in this way. Other times, a large tactical map and counters are unnecessary to resolve actions, and merely talking them out will be sufficient. Action points are used normally in this scale, regardless of whether the characters are on board ship or are planetside.

A cautionary note about detailed maps is in order. Many times players find unforeseeably creative ways to use the detail on the maps to discover new choices for their characters' actions. A gamemaster who uses detailed maps must

reward this creativity or the details might as well not be there. If a table is drawn on the map, allow the player characters to pick it up and knock over the three bozos coming in the door; after all, actions like that are the reason we play the games.

There are many times when a landing party will beam down to a planet's surface and want to see what the surrounding area looks like. They may want to see cities, bases, oceans, or any of a thousand places on the planet. The tactical movement scale would be impractical here, because to show an area the size of a small town would require hundreds of sheets of paper. Furthermore, to move characters at a rate of 12 or 15 meters in 10 second turns across the town would be a waste of time and energy. Therefore, the map scales and the turn length must be adjusted for larger areas. The easiest way to do this is by using a telescoping system, multiplying all factors involved by 10.

Area Map Scale

The next scale larger is the *area scale* of 1 inch equals 30 meters (1:1200; 1" = 100'). In this scale, the side of a half-inch square is 15 meters across and a turn is 1.5 minutes long. Maps will show small villages, bases, and similar size areas, giving the relative size of buildings, terrain in the area, and elevations in 5-meter steps.

Large Area Map Scale

The third scale is the *large area scale* of 1 inch = 300 meters (1:12,000; 1" equals about 1000'). A half-inch square is 150 meters across and a turn is 15 minutes long. This scale is used to show areas where greater detail is not important, but terrain and the relationship of surrounding areas is important. Elevation changes are shown in 10-meter steps.

Region Map Scale

The fourth scale is the *region scale* of 1 inch = 3000 meters (1:120,000; 1" equals a bit less than 2 miles). In it, a half-inch square is 1500 meters (1.5 kilometers, or roughly 1 mile) across. A turn is 150 minutes, or 2.5 hours long. This scale is used when large regions, many kilometers wide, must be crossed. In this scale, individual buildings cannot be seen, and only towns, rivers, rough areas, larger hills, mountains, and the like can be shown. Elevations are shown in 50-meter steps.

Mapping Space

Gamemasters can keep telescoping this scale upward. By doing so, whole planets, solar systems, and even the known universe can be mapped. When expanded 16 times, a parsec (about as far as a ship can travel in 1 day going warp 10) is about 1 inch long.

Mapping areas of space is often unnecessary in this game. It is usually enough for players to be told at the beginning of an adventure simply how long it will take them to travel to the nearest starbase or to the source of a distress call. Using the scale-expansion system, however, it is possible to draw maps for any area, including the known *STAR TREK* universe!

OTHER TWO-DIMENSIONAL GAME AIDS

Other two-dimensional game aids, such as floor tiles, large-area terrain maps, drawings, and photos also can be used; magazines, travel brochures, photo/art books, and science fiction art prints are invaluable resources. Many of these have been published for the *STAR TREK* universe.

FASA produces **Ship Recognition Manuals** that may be used to simulate the library computer readout for Federation and Klingon vessels, with more to come. These books give what appear to be computer-generated top, side, and front views of each vessel, and a three-quarter view, all illustrated in a panel-like background. The **STAR TREK Tricorder/^Starship Sensors Interactive Display** from FASA is a calculator wheel that is meant for players to use whenever they desire tricorder or sensors data during the game. FASA also produces **15mm Deck Plans** for the *USS Enterprise* and for a Klingon D-7Class Battle Cruiser. The **STAR TREK III: Starship Combat Game** from FASA includes colorful counters showing the top view of 66 starships, 3 moons, 3 mines, 2 asteroid clusters, 2 large planets, and 2 space stations; in addition, the game provides a starfield mapsheet, and command panels for each major bridge position. Such graphic aids can really give the feeling of being aboard a starship!

MINIATURE GAME AIDS

Gamemasters also may use three-dimensional, miniature game aids, such as lead figurines, starship models, or scale terrain to add to the excitement of his game. Miniature officers, crew, and opponents may be used in conjunction with maps of the same scale to bring life to any adventure. They also may be used with the tactical movement system to turn any encounter into a scale or semi-scale miniatures battle/ballet, in which player actions are often more reasonable than the same encounter played without the miniatures.

Scale model interiors or wilderness terrain provide a banquet of sensory data. Interiors may be constructed from card or artboard stock and a razor knife. Wilderness terrain may be constructed from plaster and paper towels or from styrofoam using model railroading techniques. Plastic models of *STAR TREK* starships are available, and other models of space vehicles may be used as well. The more detail included in any model, the more choices the players can make. These game aids need only be representational, because the mind's eye fills in missing detail. Thus, gamemasters need only provide a minor amount of extra detail, concentrating largely on describing the action.

FASA produces a line of starship miniatures at 1/3900 scale. These can be used representationally, showing the relative position and attitude of two or more ships engaged in starship combat. They are fully compatible with the **STAR TREK III Starship Combat Game,** so that miniatures battles of starship combat may be shown. FASA also produces a line of 25mm miniature figures, including the bridge crew of the *Enterprise,* the crew of a Klingon D-7 Class Battlecruiser, Kahn and the crew of the *Reliant,* the scientists of the Regula I space station, the bridge crew of the *Enterprise from* STAR TREK III, and the Klingons from STAR TREK III.

PROPS AND PLAY-ACTING

The final type of play aid use involves life-size props and having players act out the things their characters do. In terms of player interest, nothing is more powerful, but nothing is as potentially destructive to the game.

Props require only time and a modest amount of dexterity and artistic skill - or money. Weapon replicas, uniforms, videotapes... the list is endless. FASA's **STAR TREK Tricorder/Starship Sensors Interactive Display** can be considered a prop, because it simulates the hands-on activity of a science or medical officer using his equipment to gain information.

Gamemasters may desire to have their players act out crucial moments. Caution is urged here to keep this within reasonable bounds. It is.probably wise not to allow players to reenacting the more violent parts of the drama, keeping in mind the bad publicity that could come from accidents.

WARNING: CONDITION RED

Although game aids add detail, they also decrease the attention given to the game's verbal description. In particular, gamemasters can be lulled into the trap of giving dull descriptions, thinking that their dullness is made up for by well-painted miniatures, well-drawn maps, or beautiful props.

Gamemasters cannot use the props to replace the verbal task of describing the setting, action, objects, and characters.

On the other side of the table, the more real the visual aid seems, the less the players use it to represent reality, and the more they use it as what is real. If miniatures are provided, players seem to feel that pushing the miniature around on the table is an acceptable substitute for describing their actions to the gamemaster. Furthermore, players can fall into the trap of 'what you see is what you get/ allowing their eyes to turn off their ears. *Game aids frequently cause players to stop listening to the gamemaster.*

Both gamemaster and players must remind themselves constantly that, even though game aids are wonderful additions to the game, the most important interactions are still verbal. *The game depends on the* **words spoken** *by the gamemaster and the players.*

STRETCHING THE DESIGN

Detailed descriptions stretch the amount of time that it takes to play through any design. For example, a rough map of the adventure area commands only momentary interest. Drawn to scale, it becomes a rudimentary planning tool, and players will pay more attention to it. Added detail, such as scale furniture or furnishings, will cause players to spend time just examining and savoring it. If the scale is enlarged, miniature figurines added, and such detail as can be shown at the tactical scale is provided, the gamemaster can ask the question "Just where are you looking now?" and watch his players jump.

It is not unusual for two or three encounters with detailed descriptions or game aids to occupy a whole evening's play. This has the advantage of stretching a single design, scenario, or plot without sacrificing the players' interest. If a full-scale replica is made of even one artifact in the design, such as a brown and crumbling, crude map fragment with cryptic (but translatable) runes, the players are set for an additional half hour without using one bit of design.

The great science-fiction author Ray Bradbury has said that if you take the time to savor its details, life will seem twice as long. This can be restated to read, if your players take the time to savor its details, your design will last twice as long.

These presentation techniques change the quality of a game, and not the quantity of gaming. In games where amount is important - the amount of damage that can be withstood, the number of damage points delivered, the number of Klingons slain - adding these presentation techniques takes too much time to be of value. In games where the gamemaster and the players want fewer, more intense experiences, these techniques will be well worth the effort. The choice is up to you and your players.

O.D.-ING ON TECHNIQUE

The gamemaster must not overwork any presentation technique. Like candy at Halloween, too much of any one thing makes people tired of it. How much detail to give in description, how often to use detailed maps, how many miniatures battles, how many props or reenactments all depend on the combined desires of the gamemasters and players. Like any other trick of the master storyteller, these techniques must be chosen carefully to bring about the desired effect. Furthermore, they must be applied only often enough so that they do not become overworked and thus less effective. Properly used, they may be starting points for more creative play, and moments when excitement flows like fire through all.
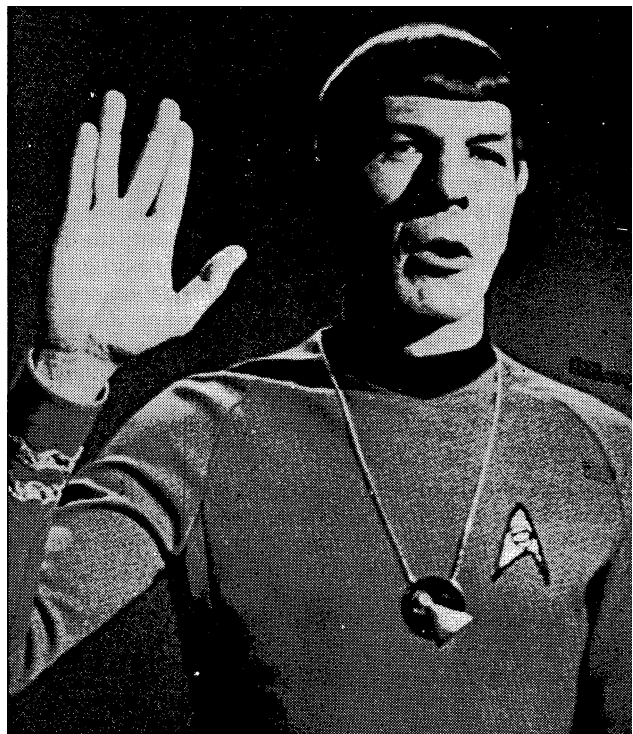
JUDGING CHARACTER GENERATION

CHOOSING A SHIP

Before the players can create their own characters, the gamemaster must make some decisions about his campaign or his adventure. The type of ship that the the player characters will be using must be chosen. Any ship of Star Fleet is available, from a small scout to the large *Enterprise-type* ships themselves. The gamemaster must tailor this decision to his adventure or his campaign. Probably the first choice is to decide in which command the ship will fall.

Ships in the Galaxy Exploration Command will allow the players the most freedom to encounter new beings and planets for the first, but detailed surveys are not done here; though they certainly may become involved (just as the *Enterprise* did with weekly regularity), it is not the primary job of Exploration vessels to become involved, merely to discover and make an initial report.

Ships in the Military Operations Command probably have the most narrow scope for activities. Aside from starship combat, which these ships certainly can expect, the adventures probably will deal with restoring order to planets where the natural military balance has been disturbed by the Klingons or the Romulans, possibly providing technology to one tribe or group for their own ends.

Ships in the Colonial Operations Command are those which make the detailed surveys of a planet thought to be suitable for colonization. These vessels are the ones which encounter new civilizations and meet new natives. On worlds which have no civilizations, the Science Officers see much action.

Ships in the Merchant Marine Command deal with smuggling, Orion pirates, all types of rescues, and undercover missions similar to the 20th-century Coast Guard.

The size of the ship is of little consequence, though in a single adventure, it is best to choose a ship suitable for the job. It would not be a good choice to have the *Enterprise* tend shipping lane buoys, and it would not be a good idea to have a small scout vessel transfer an important ambassador to a high-level conference. Most adventures are planetside, and the size of the ship is not important; the ship merely arrives at the planet, parks in a standard orbit, and the landing party beams down. Once planetside, unless the players make too frequent use of the ship's enormous resources and not enough use of their own resources, the ship stays there until someone requests it to move. If the players abuse the ship's power, an ion storm or some other urgent need removes the ship from the area, leaving them to fend for themselves.

CHOOSING PLAYER CHARACTER RANK

Most often, the player characters should be the command personnel aboard the vessel chosen. Their ranks should reflect the size of the ship that they will serve aboard.

On small ships, landing parties may be made up of junior officers, possibly with a Lieutenant, jg, commanding. On larger ships like *the Enterprise,* however, most characters should be responsible, middle-level officers, senior officers, or department heads. In Star Fleet, department heads often go on landing parties in charge of junior officers.

In a game where rank has its privileges, the gamemaster must take care that the characters have approximately the same rank, so that some players do not take advantage of

their character's rank to take over another's character by ordering him about. This is a particularly important point when choosing the vessel's Captain, the highest-ranking officer aboard. The best way to avoid trouble is to make the player character with the highest rank the player who enjoys teamwork more than personal glory. If there is a novice in a group of veterans, make the novice the highest ranking officer, or if there is a shy player in a group of more boisterous players, make him the highest ranking officer so that he is forced into the decision-making role.

CHOOSING PLAYER CHARACTER POSITIONS

Next, the gamemaster must decide what positions on this ship the player characters will hold. Most often, this choice will be made together with the players, though the choices of Captain and First Officer should be made by the gamemaster. The Captain should be a player character for all shipboard adventures. In planetside adventures, he may be an NPC if the gamemaster (as most often is the case) decides to divorce the landing party from the enormous resources that the ship provides.

A character's position may be anything from a lowly Security Ensign to the Captain of the vessel itself. Department head positions available include Chief Engineer, Chief Communications Officer, Chief Navigator, Chief Helmsman, Chief Medical Officer, Science Officer, and Security Chief. The gamemaster must take care in this decision. Obviously, it would be no fun to play a junior research chemist stuck in the lab while everyone else gets landing party duty!

In planetside adventures, the more important officers seem to be, in order of importance, the Captain, the Science Officer, the Medical Officer, the Security Chief, and then the Engineer. In shipboard adventures, the more important officers seem to be the Captain, the Chief Engineer, the Helmsman, the Science Officer, the Navigator, and the Communications Officer.

The gamemaster should encourage the players to be somewhat more realistic about landing party composition than the TV episodes were. Gamemasters should *definitely* nor allow the Captain and all bridge personnel to beam down for every landing party, armed to the teeth and ready for anything. If they do this too often, after all, there's always the chance something important could happen on board while everyone was planetside! Keep player-characters involved in the action, but every player character doesn't have to beam down for every landing party. Set up game situations cleverly, so everyone has a chance to do something, but not necessarily so everyone has to beam down.

It is up to the gamemaster to decide whether or not to allow a player to have a non-Human character, and, if so, what type of non-Humans are available. In most ships, the crew is mostly made up of one race, with a sprinkling of other races.

If the gamemaster decides to allow non-Human characters (not advised for beginning gamemasters, beginning players, or beginning campaigns), then he must inform the players about the racial modifiers to attribute scores, so that they may make intelligent choices about their race.

Once a non-Human has been chosen, the gamemaster must be very strict about the way the player behaves. A non-Human does not behave in the same way as a Human.

A Vulcan cannot be emotional, and a Tellarite should not be overly friendly. The Sourcebook gives information about each race, and it is important the the player do his best to role play that information.

CREATING ATTRIBUTE SCORES

ATTRIBUTE SCORES

Attributes and Saving Rolls are the means by which the gamemaster has the player interact with his environment. They measure the character's potential with respect to the game setting. Once they have been determined, attribute scores normally do not change during the game by normal means. They may be modified by the gamemaster as a result of accident or other event during the adventure or campaign.

ATTRIBUTE SCORES DATA

For Average Human

Minimum Score	01
Average Score	40
Maximum Score	100

For Human Player Character
(except LUC and PSI)

Minimum Score	43
Average Score	57
Maximum Score	100

For Human Player Character LUC And PSI

Minimum LUC And PSI Score	01
Maximum LUC Score	100
Maximum PSI Score	70

ATTRIBUTE DESCRIPTIONS

Strength (STR)

A character with an STR score of 50 can carry about 50 lbs. at length without tiring, lift about 150 lbs. without strain, and drag a 200 lb. weight for a short time without exhausting himself. STR scores may be reduced at gamemaster's option as the result of an injury or illness that limits the character's potential, but it does not normally decrease as a result of combat injury.

Endurance (END)

Endurance itself is rarely used in the game; MAX OP END and CURR OP END are used instead. Although a character's MAX OP END and CURR OP END scores may go down and then up again several times in the course of a game because of temporary and wound damage and subsequent healing, they may never go above the original END score. Permanent damage may reduce the END score permanently, but this will not happen often.

Intellect (INT)

Characters with high INT scores will be able to gain more skills and create higher Skill Ratings than characters with lower INT scores. Characters with high INT scores also will find training at the Star Fleet Academy easier.

Dexterity (DEX)

Characters with high DEX scores move faster, have more actions, and are more accurate than others.

Charisma (CHA)

CHA scores are averaged with Skill Ratings in *Negotiation/Diplomacy* and *Leadership* to influence NPCs. Charisma is NOT necessarily physical attractiveness. The exact interpretation of any character's CHA attribute score should be discussed between the player and the gamemaster.

Luck (LUC)

Characters with a high LUC score may be able to succeed even when they might normally have failed, simply because of their LUC.

Psionic Potential (PSI)

A character with a high PSI score will not necessarily have psionic abilities because these depend largely on cultural background.

CREATING ATTRIBUTE SCORES

Initial Dice Roll

The table below gives the initial rolls for each of the seven attributes.

INITIAL DICE ROLLS

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

Every so often, a player will make a set of initial attribute rolls that will make it difficult or impossible for him to play the character he has chosen to be or to play effectively in a particular adventure. In these cases, the gamemaster has the option to allow the player to reroll his attribute scores or to adjust them in some other way.

Some gamemasters have developed alternate ways to create the initial attribute rolls, such as rolling the 4D10 six times and choosing the best five. This is acceptable, but care must be taken not to unbalance the game by having characters with extremely high initial dice rolls. In no case should LUC or PSI scores be rerolled.

Racial Modifiers

For each race, apply the modifiers to the character's attributes *after* the die rolls but *before* the player uses the bonus points. If a character wants to be of mixed race, such as the Human/Vulcan Mr. Spock, use all the modifiers for the dominant side. In all cases, any score that finishes as less than zero is raised to 01, but any score going above 99 should be allowed to do so.

RACIAL MODIFIERS TO ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
PLAYER CHARACTER RACES							
Human	-	-	-	-	-	-	-30
Andorian	+10	+5	-	-	-	-20	-20
Caitian^	-	-5	-	+20	+5	-10	-30
Edoan	-5	-	-	+15	-	-15	-35
Tellarite	+5	+5	-	-	-10	-20	-40
Vulcan	+20	+10	+10	-	-	-40	-
NON-PLAYER CHARACTER RACES							
Klingon	+10	+5	-	-	-20	-40	-50
Romulan	+10	+5	-	+5	-	-10	-20
Orion							
Dominant	+10	-	-	-	-10	-25	-30
Slave fem.	-	-	-30	+30	+30	-10	-10
Gorn;	+30	+25	-	-20	-20	-20	-40
Tholian	N/A	-10	+10	N/A	-20	-20	N/A

Bonus Points

To find the number of bonus points, roll D100, divide by 2, and round up. These points may be divided between any attribute but PSI. No more than 30 points may be added to any one attribute, and no attribute score may be raised to more than 99 by adding bonus points.

Initially, it is a good idea to have characters with close to even scores in all attributes, because these characters are the easiest to play. Nevertheless, there are some places where adding the bonus points changes the character in

great ways, and the gamemaster should be aware of these trends, perhaps communicating them to players. These placements are detailed below, in order of importance.

Adding To INT The most important use of bonus points is in INT, for characters gain many bonus skills and other training benefits with an INT score of at least 60, but preferably 70. Probably the first place a character should add his bonus is to the INT roll to bring it to 70.

Adding To LUC: The same may be true of the LUC roll, but this may be harder to bring to 70 and may not be worth the points that it takes.

Adding To END: Adding to the END score allows the player to live longer and to keep from falling unconscious so easily.

Adding To DEX: Adding to the DEX score is good for players who want action, for it increases the number of Action Points and adds to the To-Hit Numbers for all combat.

Adding To STR: Adding to STR adds to the damage done in unarmed combat, but little more. This will normally be the next to last place added.

Adding To CHA: Adding to CHA adds only to the character's persuasive ability with NPCs. It likely will be the last place a character will add his bonus points.

Adding To PSI: No bonus points may be added to PSI.

CREATING ENDURANCE STATISTICS

The table on the character creation short form gives the END statistics for a character at any moment. This subject is fully described in the section on **Judging Injury, Medical Aid, And Death.**

ENDURANCE STATISTICS TABLE

MAX OP END = END score - wound damage
CURB OP END = MAX OP END score - temporary damage
WOUND HEAL RATE = END / 10, round down, (points per day)
FATIGUE HEAL RATE = END / 20, round down, (points per 30 minutes

INACT SAVE = 20
UNC THRESH = 5

CHARACTER AGING

The rules on character aging are included for those who want to use them. If a gamemaster wishes, they may be ignored.

As a result of the character generation system, for each 10 full years the character has lived beyond the critical age, roll 1D10 for each physical attribute (STR, DEX, and END). Reduce the attribute score by the amount rolled.

Once a campaign has begun, a Saving Roll against the character's LUC is made each game-year. If the roll succeeds, the character suffers no effects of the aging. If, however, the roll fails, STR, DEX, and END decrease one point.

CRITICAL AGES FOR ALL RACES	
Race	*Critical Age*
Human	50
Andorian	85
Caitian	45
Edoan	75
Tellarite	50
Vulcan	110

SKILL RATING DEFINITIONS

Skill Ratings have a range of 1 to 99 points. A Skill Rating of 100 is an ideal that cannot be reached.

PROFICIENCY LEVELS IN ANY SKILL	
Skill Rating	*Proficiency In Field*
0	Unskilled
1 - 9	Semiskilled
10	Minimum proficiency
10-39	Qualified
40 - 79	Professional
80 - 95	Expert
96+	Acknowledged leader

Unskilled

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled

Characters who attempt to perform in an area where their Skill Rating is 1 - 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified

Characters who have a Skill Rating of at least ,10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with modest success in most non-critical circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In rising their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

Physical Skills: Characters with a Skill Rating of 10 or more in a physical skill may use that skill successfully to perform any normal action in non-critical, leisurely situations. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10. It also indicates that a person with a Skill Rating of 30 will take only one-third the time to do the same job as a person with a Skill Rating of 10.

Mental Skills: Characters with a Skill Rating of 10 or more in a mental skill will know the most common facts in the area and can use the skill successfully to solve problems in non-critical, leisurely situations. The Skill Rating is an indication of the quality of the solution, the difficulty of the problems that may be solved easily, and the time needed to come up with the solution.

Professionals And Experts

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll.

SKILL DESCRIPTIONS

Skills that require separate Skill Ratings are preceded by a star (*). The list of skill areas certainly can be expanded, and gamemasters are encouraged to devise additional skill areas to fit their own campaigns and own tastes. If a new skill is developed, it may be necessary to assign a certain

level in this skill to some player (or non-player) characters if it is reasonable that they would have some knowledge in the new skill. (Send any good ideas you come up with to FASA - we may be able to use them in later supplementary material. All material we use will be acknowledged in print!)

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

PRE-ACADEMY SKILL LIST

The total number of pre-Academy skills is the character's INT score, divided by 10 and rounded down. Half of these skills will be chosen from the Educational Background Skills, and half from the Personal Development Skills sections of the Pre-Academy Skills Table. A skill may be chosen more than once, but no skill may be chosen more than twice.

The Skill Rating for each choice is determined by rolling 1D10.

STAR FLEET ACADEMY SKILL LISTS

All player characters will attend Star Fleet Academy, and each will have the skills given in the Academy Curriculum Skills Table with Skill Ratings as indicated. Any skill pre-ceeded by a solid star (*) involves choosing the specific type of skill.

OUTSIDE ELECTIVES
Choose 5 electives from the list in the Academy Elective Skills Table. The Skill Rating for each skill chosen is 10 point, No individual skill area may be selected twice. Choices here may add to the Skill Rating of pre-Academy background skills.

ADVANCED STUDY
The number of skills that may be improved is found by dividing the INT score by 10, rounding up, and adding 5. Only skills that already have Skill Ratings may be improved; the amount of improvement is 1D10.

BRANCH SCHOOL SKILL LISTS

BRANCH SCOOL CURRICULUM SKILLS
All characters will attend Branch School. Each character will have the skills listed in the Branch School Curriculum Table for the particular school he chooses.

OUTSIDE ELECTIVES
Two new skills may be added, or two skills may be im-proved. The Skill Rating in the new skill or the improvement in the old rating is 1D10 points.

ADVANCED TRAINING
The character may make 5 rolls to improve skills he al-ready has in any area. The improvement is 1D10 points.

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

CADET CRUISE ASSIGNMENT

DETERMINING CRUISE ASSIGNMENT
Roll percentile dice and consult the Cadet Cruise Assign-ment Table. Apply modifiers as required for INT, LUC, and previous cruises

CRUISE RESULTS
To find out the results of a character's Cadet Cruise, roll percentile dice and consult the Cadet Cruise Results Table, Apply modifiers for cruise assignment, INT, LUC, and previous cruises. Science and Medical Officers are automatically pro-moted to Lieutenant, jg, after they successfully complete their Cadet Cruise.

DEPARTMENT HEAD SCHOOL SKILL LIST

Characters who are destined to become Department Heads are required to attend a one-year Department Head School before assuming that position; the school is attended only once in an officer's career. Characters who complete it are promoted one rank.

DEPARTMENT HEAD SCHOOL CURRICULUM SKILLS
All characters who attend Department Head School get the skills listed in the Department Head School Skills Table.

ADVANCED TRAINING

The total number of skills that may be advanced is determined by dividing the character's INT by 10 and rounding down. Skills must have been acquired previously, and they may be chosen more than once. The Skill Rating in each skill chosen is increased 1D10 points.

COMMAND SCHOOL SKILL LIST

Top command personnel aboard a starship, normally the Captain and the First Officer, must attend a one-year Command School; it is attended only once in an officer's career. Officers automatically are raised one rank after its completion.

COMMAND SCHOOL CURRICULUM SKILLS

All characters that attend Command School get ratings in the skills listed in the *Command School Skills Table.*

ADVANCED TRAINING

The number of skills that may be advanced is determined by dividing the character's INT by 10 and rounding down. Skills must have been acquired previously, and they may be chosen more than once. The Skill Rating in each skill chosen is increased by 1D10 points.

POST-ACADEMY EXPERIENCE

DETERMINING NUMBER OF TOURS SERVED

To find out how many tours the character served in all, roll 1D10, divide the result by 2, and round down. If the result is 0, make it 1. Consult the *Table Of Modifiers For Tours Served* to modify the result for INT and LUC and for destined rank and position.

DETERMINING TOUR ASSIGNMENTS

First Tour

Roll D100 and consult the *First Tour Assignment Table to* determine the location of each tour's posting, adding or subtracting modifiers for INT, LUC, and Cadet Cruise results.

Determining Officer Efficiency Reports

An officer efficiency report (OER) must be created for each tour served. This will help determine the posting for all tours of duty after the first. To do this, roll D100 and consult the *Officer Efficiency Report Results Table.* Apply any modifiers required for high INT or LUC.

Determining Other Tour Assignments

To determine the postings for all tours after the first, consult the *Tour Assignments Table to* determine the appropriate modifiers for LUC and OER for the last cruise. The total of these modifiers will determine which column of the table to use. Then roll D100 to determine the assignment.

Special Final Tour Posting

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

DETERMINING TOUR LENGTH

To find the tour length, roll 1D10, divide by 2, and round down. A minimum of 1 year must pass before the character is transferred elsewhere.

SKILL ADVANCEMENT

Consult the *Skill Advancement Table For Post-Academy Experience* to determine the total number of skills that may be advanced. These skills must have been acquired previously, and they may be chosen more than once. For each skill chosen, the Skill Rating is increased 1D10 points.

CHARACTER AGE

All players should calculate the age of their characters based on the table of *Age For The Training Process.*

INCREASING SKILL RATINGS THROUGH PLAY

There are two ways a gamemaster can allow characters to increase their Skill Ratings. The first allows a player to increase some of his character's Skill Ratings by 1 point after every game session, and the second allows him to increase those ratings by 1D10 points after every adventure or mission in a campaign. In either case, only the characters who saw action should have this chance, and only the skills that were used frequently should be considered.

In the first method, the player should keep track of all skills specifically used. For each skill used more than twice, the player should make a Skill Roll. In this case, the rating is increased by 1 point only if the roll is *greater than* the current Skill Rating. If the roll is equal to or less than the rating, the skill is not improved.

In the second method, the player may improve three (or more, at the gamemaster's option) skills the character used frequently during the course of the adventure. The player makes a Saving Roll against his character's INT score. If the roll is successful, the player may roll 1D10 and add the resulting number of points to his Skill Rating in that skill.

Gamemasters may award bonus points to characters who push a skill to its limit by frequent successful use or by passing a very difficult Skill Roll. They may also award an extra point to characters who had the opportunity to make close observations of someone with a greater Skill Rating engaging in more-than-routine use of the skill. This is a teaching situation, covered under the rules pertaining to the skill of *Instruction.*

Gamemasters also should provide the player characters with the opportunity to gain new Skill Ratings. Between adventures, a player should have a chance to make a Saving Roll against his character's INT score to gain a brand new skill. This roll should only be made when the player specifically asks to devote time to learning something new, and it should be made with a modifier of 20 subtracted from the INT, making success a bit harder to get. The time required should depend on the character's INT score and on the similarity of the skill to others he already knows; the minimum should be about 4 weeks.

Gamemasters should not allow Skill Rating increases to be too easy, or allow Skill Ratings to rise too quickly and too cheaply. Remember that Skill Ratings above 40 or 50 are (or should be) hard to attain —the result of intensive study and experience. It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival those of Kirk, Spock, McCoy and the like. After all, the heroes of *STAR TREK are* semi-legendary figures — the best of the best. If players in a campaign are rivaling the top-echelon *Enterprise* personnel, either the campaign has been going on a very long time, or increases are given out much too freely. Feel free to bend the rules (even the rules on when to give rating increases) when necessary to maintain play balance and game integrity.

JUDGING GROUND ACTION

Once the players are involved in their roles, the main function of the gamemaster will be to judge the effect of their actions on themselves, the setting, and the various NPCs.

In doing this, he must try to convey to the players that he is on their side — that the contest is not between them and *him,* but between them and *the opponents he has created.* He should be very fair in using his knowledge of their plans and the state of their ship so that he doesn't cause the players' opponents to act on information they would not have. He must be sure that the NPCs he controls behave according to the goals that he has set out for them at the beginning of the scenario.

He acts as final judge in any disputes, not only because he must know the rules well to take on the job, but also because it is *his* scenario. He should help the players do what they want to do by interpreting the rules for them, giving them suggestions about information their characters should know but they may not, and so on.

The most important thing that separates a good gamemaster from a mediocre one is that the good gamemaster controls his game. The dice suggest things to him, but they do not control his actions. There are times when he will want to give the players less damage than the dice would suggest, and he should feel free to allow this. After all, as the gamemaster it is up to him to see that everyone has a good time, and so he must be careful to be neither too hard nor too easy on the players. Although it is certainly fair that the players should not win every battle, they had better win their fair share or they will no longer want to play.

USING ATTRIBUTES

REQUESTING SAVING ROLLS

Saving Rolls are the way the gamemaster judges how player characters interact with the environment in general. It is the gamemaster who decides when a Saving Roll is called for, which attribute score is used as a base target, what modifiers there are to the target, and what effects passed and failed rolls will have on the action.

Saving Rolls generally are requested by a gamemaster is he not clear that a player character can do something. They also may be requested when one of the character's attributes would allow him to do something that the player has not thought about. If a player character's skill would come into play, the roll generally is called a Skill Roll, which is described below.

After the gamemaster has decided that a Saving Roll is necessary/ he determines which attribute is the base target, what the modifiers are to the target, and he asks the player to make a Saving Roll, usually telling the player which attribute is the base target and usually, but not always, telling the player what the modifiers are. Then the player rolls percentile dice. If the roll is less than or equal to the modified target, then the roll is successful; if it is more, than the roll is not successful.

SAVING ROLL TARGETS
FOR SPECIFIC ATTRIBUTES

Depending on the task, the base target may be the score in one attribute or another. If the action requires the use of more than one attribute, then the target could be the average of two or more attribute scores.

Targets may be modified by the gamemaster if the action is particularly easy or hard. In the case of an easy task, the gamemaster may specify a modifier which subtracts from the Saving Roll, making it smaller and hence making it easier to score under the attribute being tested. On the other hand for particularly hard tasks, the gamemaster may wish to add to the die roll, making it harder to roll low. The modification may or may not be specified ahead of time by the gamemaster, although it usually will be if the results are something that the player would realize immediately.

Saves Against Strength

A Saving Roll against a character's STR score might be made when something heavy must be moved, or when a character must force open a door or perform other physical feats of power. If the door were made of steel and locked tight, the modifier might be quite high. If it were made of rotten wood, it might be a large negative number.

Saves Against Endurance

Saving Rolls against MAX OP END will be made quite often as indicated in **Injury, Medical Aid, And Recovery** and in **Tactical Movement And Combat.** Most often, these rolls will concern strenuous activity, and other situations such as when a character desires to hold his breath underwater for a long period, or undergoes torture at the hands of the Klingons.

Saves Against Intellect

A Saving Roll against a character's INT score may be made whenever the character needs to reason out a problem or gather and process new knowledge that does not fit into an area of training. If the character has skills that would be of help in such an effort, the INT score could be only part of the target.

Saves Against Dexterity

A Saving Roll against a character's DEX score might be made for the character to perform an act requiring physical coordination, like walking over a slippery rope bridge. It also might be required for tasks needing quick physical reaction and reflexes, such as playing a game of zero-gravity handball one of Kirk's favorites!

Saves Against Charisma

A Saving Roll against a character's CHA score might be required to catch the eye and attention of a member of the opposite sex, such as Captain Kirk was often doing, sometimes as a requirement of his duty to protect his ship an crew, but more often because he has little resistance to charming woman! A character's CHA score, perhaps average with his Skill Rating in *Negotiation/Diplomacy* might be the target for a Saving Roll when he attempts to influence individuals, particularly if the benefit is great. Averaged with the character's Skill Rating in *Leadership,* his CHA score might be used to create a target for Saving Rolls when he attempt to lead or influence an unfamiliar or hostile group.

Saves Against Luck

Saving Rolls against a character's LUC score are used in this game in situations that may be affected by pure chance and coincidence and also in situations that are particularly sticky for a character. The gamemaster's object is to keep player characters alive if at all reasonable, and a LUC Saving Roll attempt might give a player a chance to bail himself out particularly if the character could be killed. One important use of the LUC Saving Roll is to limit damage from energy weapons. Thus, a fatal shot could be reduced to a grazing

Sure, the LUC Saving Roll hampers realism, but *STAR TREK* adventures should reflect television realism, not the real world. On the other hand, 'the breaks' go both ways, and things could go badly if critical LUC Saving Rolls are failed.

Saves Against Psionic Potential

Vulcan player characters may realize their psionic potential to a greater extent, using PSI Saving Rolls to judge success in applying Vulcan psionic techniques. Humans and most other races will apply PSI Saving Rolls only as resistance to unwanted telepathic prying into their minds, and as modifiers to other types of psionic activity and attack.

USING SKILLS

SKILL RATINGS AND AUTOMATIC SUCCESS

Skill Ratings are the way the gamemaster determines if the character can use his skill to perform a desired action. If the rating is low, the chance of the action being allowed is also low, and if the rating is high, the chance of the action being allowed is high.

When a character uses a skill, the first thing the gamemaster must decide is whether or not the character has a Skill Rating great enough that he can perform the action without requiring a Skill Roll. If this is the case, then the action is automatically successful, and the gamemaster can judge the action accordingly. The rating descriptions below will help the gamemaster to determine if a skill is automatically successful; if it still is not clear, then a Skill Roll must be made as described in the following section.

Unskilled - Rating 0

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semiskilled - Rating 1 - 9

Characters who attempt to perform in an area where their Skill Rating is 1 - 9 may make a 1D10 Skill Roll to determine success or failure of any *routine* use of the skill. They have little to no chance, save through their LUC score, to perform in this skill under critical circumstances.

Qualified - Rating 10-39

Characters who have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with success in most non-critical (normal, routine, leisurely, non-stressful, every-day) circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In using their skill, room is left for the close call, even in non-critical situations. The closer to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

Physical Skills: Characters with a Skill Rating of 10 or more in a physical skill may use that skill successfully to perform any normal action in noncritical, leisurely situations. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10 in the same amount of time. It also indicates that a person with a Skill Rating of 30 will take much less time to do the same job as a person with a Skill Rating of 10.

Mental Skills: Characters with a Skill Rating of 10 or more in a mental skill will know the most common facts in the area and can use the skill successfully to solve problems in non-critical, leisurely situations. The Skill Rating is an indication of the quality of the solution, the difficulty of the problems that may be solved easily, and the time needed to come up with the solution.

Professionals And Experts - Ratings 40 +

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll.

REQUESTING SKILL ROLLS

When a player character uses a skill in such a way that the gamemaster is not sure if the action will be successful, then a Skill Roll probably will be required. Just like Saving Rolls, the gamemaster chooses when a roll is necessary, what Skill Rating will be used as the base target, and what the modifiers will be.

After he has made these decisions, which sometimes are quite clear because of the rules and at other times are purely a matter of choice, he will ask the player to make a Skill Roll, specifying what Skill Rating will be used as the base target and frequently, but not always, telling the player what the modifiers are. Then the player rolls percentile dice. If the roll is less than or equal to the modified Skill Rating, then the action was a success; if the roll is more than the modified Skill Rating, then the action was a failure. This allows the gamemaster to judge the action.

Randomly Determining If A Roll Is Needed

Most times, it will be clear whether or not a roll is necessary. If it is not clear whether or not a particular skill use needs a Skill Roll, then the following system may be used. Subtract the Skill Rating from 100 to give the chance that a roll is necessary. Roll percentile dice, and if the number is equal to or less than the chance that a roll is required, ask the player to make the roll.

SKILL ROLL TARGETS FOR SPECIFIC SKILLS

Sometimes the target will be the Skill Rating itself, with no modifiers. At other times, the task really involves more than one skill, and so the target is the average of the ratings from the skills involved. Sometimes, such as with To-Hit Rolls (which are a special Skill Roll), the target will be the average of a Skill Rating and an attribute score. If a gamemaster feels that circumstances make the roll easier or harder to make, then he may add or subtract modifiers to the target.

The following skill descriptions should allow the gamemaster to judge how the skills will be used in the game.

Administration

This skill is taught in Department Head School. In trying to bypass normal Star Fleet channels, the Skill Rating should be averaged with the character's CHA score, simulating the character's effect on the clerks who could speed his request along.

Artistic Expression

A separate Skill Rating must be developed for each different type of art form; the specific form chosen must be specified. For performing arts, the effect of a performance would be determined by a Skill Roll based on the average of the Skill Rating and the character's CHA score.

Atmosphere Craft Pilot

This skill from the first edition rules is now covered under *Vehicle Operation.*

Carousing

This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It may be averaged with the rating in *Streetwise* to gain information by trying to drink an informant under the table. It is also averaged with MAX OP END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.

Communication Systems Operation

This skill will be used in any starship-based or planetside adventures where a character experiences difficulty in communicating either with Star Base, with the landing party, or with the ship in orbit. Half the rating should be used for characters attempting to communicate with unfamiliar archaic or alien communications equipment, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow even this equipment to be used at the full rating.

Communication Systems Technology

This skill is used whenever a character attempts to repair communications equipment. When attempting to repair unfamiliar archaic or alien equipment, the Skill Rating should be half normal, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow the full rating to be used. This skill is used during starship combat if a bridge hit knocks out the Communications Panel.

Comparative Archaeology

This first-edition skill is now a *Social Sciences* skill specialty.

Computer Operation

All Star Fleet personnel have a Skill Rating of at least 20, and Medical Officers, Communications Officers, and Science Officers usually have a rating of at least 40 in this skill. Any Star Fleet officer can *gather the* data, even though interpreting this data may require a specialist (Science Officer or Medical Officer).

Computer Technology

Engineering Officers, Science Officers, and Communications Officers have a Skill Rating of at least 10 in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships. After a bridge hit in starship combat, it is used, with a Skill Roll and averaged with the Skill Rating in *Starship Helm Operation* or *Starship Sensors,* to repair the helm console or the sensors panel.

Damage Control Procedures

This skill is used mainly in starship combat by the Communications/Damage Control Officer, who has a rating of at least 40. Its use always requires a Skill Roll. In combat, the officer uses the skill to reduce damage from incoming fire and also to repair superstructure damage already sustained. In other situations, it may be used to reduce damage from an unavoidable collision or the like.

Deflector Shield Operation

This skill is used mainly in starship combat by the Navigator, who has a rating of at least 40. Most often use of this skill requires a Skill Roll. The Navigator, for example, may need to make a Skill Roll to determine if he can raise a shield quickly in an emergency.

In non-critical situations, the skill may be used to manipulate the tractor/pressor beams without a Skill Roll, or with a roll for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams.

Deflector Shield Technology

Engineering Officers and Navigators have a rating of at least 10 in this skill so that they may make emergency repairs to the equipment, even during starship combat. In combat, the Navigator may use this skill with a Skill Roll to repair damage to the deflector shield panel after a bridge hit. Without a roll, it could be used if a character desired to construct or repair a tractor/pressor beam or shield generator while on an adventure.

Electronics Technology

Science and Engineering Officers have a rating of at least 10 in this general skill.

Environmental Suit Operation

All Star Fleet personnel have a rating in this skill of at least 10, Security Officers at least 20, and Science Officers at least 30. Any unusual use will require a Skill Roll. Failure indicates that the character could not do what was attempted. A DEX roll would then determine if the character fell or put himself into a potentially dangerous situation.

Federation History and Law

This first-edition skill is now covered under *Social Sciences.*

Gaming

This skill does *not* include figuring odds and gambling, which are part of *Carousing,* though some card games and games with dice are included here, as long as skill, and not luck, controls the win. Gaming does not include physically strenuous games, which are part of *Sports.* The game must be specified.

Instruction

All Star Fleet officers have a rating of at least 10 in this skill. A Skill Roll will be required for a character to actually teach another a skill. The process takes time, based on the INT of the student and the Skill Rating of the teacher; the gamemaster must judge this, but the time required should be no less than 4 weeks. The teacher must have a rating in the skill being taught that is at least 20 points more than the student's rating in the same skill. If the Skill Roll is successful, the student gains 1D10/2 skill points.

Language

All characters are considered to have a rating of 40 in *speaking* their native tongue and a rating of 20 in *writing* it; in addition, all Star Fleet personnel are considered to have a rating of 40 in *speaking* Galacta and a rating of 20 in *writing* it. Each Star Fleet officer has a rating of at least 15 in speaking *and* writing one other language because of his Academy training. Communications Officers are given extra training, and Science Officers and Medical Officers become very proficient in another language. Characters who desire to increase their Skill Ratings in writing their native tongues and Galacta should use the *Trivia* skill. Translators have ratings of 40 or more in the languages they will translate.

Each language must be studied separately, so that a character, particularly a Communications Officer, will have a Skill Rating for each language he knows.

Leadership

All Star Fleet officers have a rating of at least 10 in this skill, and those who pass through Command School have a rating of at least 40. This skill is used when a character tries to influence groups, averaged with his CHA score. Skill Rolls will *not* be required for most orders given to an officer's subordinates, who are used to taking orders from him. Skill Rolls may be required when convincing subordinates to follow an *unusual* or *highly dangerous* order, depending on the circumstances. A Skill Roll would be required when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead.

Life Sciences

All Star Fleet officers have a rating of at least 10 in one of these sciences. Science and Medical Officers most often have ratings in several skills, or a rating of more than 40 in at least one of these skills. Separate Skill Ratings must be developed for each type of life science. The Skill Rating in the life science may be averaged with the rating in *Starship Sensors* to gain specific data, or it may be averaged with *Computer Operation* to gain information from a tricorder.

Life Support Systems Technology

Medical and Engineering Officers have ratings of at least 10 in this skill. In starship combat, this skill may be used, with a Skill Roll, to repair the ship's life support systems during starship combat. It also is used to repair a damaged environmental suit or life support belt.

Marksmanship, Archaic Weapon

This skill encompasses the use of all ancient (in *STAR TREK terms)* projectile weapons, from slings through cross-bows to 20th-century firearms. It is averaged with the character's DEX score to determine the To-Hit Number for the weapon. Characters with a rating of at least 40 can construct or reload their own projectiles and make field repairs to a damaged weapon. Though separate Skill Ratings must be developed for each weapon type, gamemasters may allow half or more of a Skill Rating in one weapon to apply to the use of a similar weapon; the more similar the weapon, the greater part of the Skill Rating should be allowed.

Marksmanship, Modern Weapon

All Star Fleet personnel have a rating of at least 20 in this skill, and Security Officers have a rating of at least 40. This rating is averaged with the character's DEX to determine the base To-Hit Number for the weapon. Skill in one modern weapon gives skill in all that are familiar to the character; familiarity is gained rather quickly.

Mechanical Engineering

Engineering Officers have a rating of at least 10 in this skill, though most will want to make it higher by making this skill one of their 3 specialties from Branch School.

Medical Sciences

All Star Fleet personnel are qualified in personal first aid on themselves and members of their own race; this means that they have a rating of at least 10 in *General Medicine* for their own race. Medical Officers have a rating of at least 40 in their own race, and probably in several other races. Security Officers have a rating of 10 in *Psychology for* their own race; Medical Officers have ratings of at least 40 in *Psychology for* their own race, and probably in several others.

Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology.* These skills are pre-requisites to all other medical skills, and no other medical skill may be learned until a character has a rating of 40 in them. The character's skill in *General Medicine* is used with a Skill Roll for all emergency first aid attempts.

Skill Ratings may be gained in the other medical sciences, if a character desires. These ratings are used unmodified only for the character's own race. For other races, the character averages his rating in the skill with his rating in the *General Medicine* for the other race.

Negotiation/Diplomacy

All top Star Fleet command personnel have a rating of at least 10 in this skill. The rating in this skill is averaged with the character's CHA score as a base target for Skill Rolls to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council.

This skill may be used in any verbal interaction between player characters and non-player characters. One way to find out if a Skill Roll is necessary is to subtract the rating from 100, giving the chance that a roll is needed. If a roll is not needed, then the character's verbal interaction proceeds in his favor. If a roll is needed and is successful, the same result occurs. If a roll is needed and is unsuccessful, then he fails. The more the roll was more than the target, the worse the reaction to the character. For example, if the character fails a roll by only 10 points, his attempt is met with a polite, regretful negative. If he fails by 30 points, the refusal to cooperate is forceful. If he fails by 50 or more, the refusal may be accompanied by physical force.

Personal Combat, Armed

This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword, the club or mace, the spear, and the knife or dagger. The rating is averaged with the character's DEX score to determine the base To-Hit Number for the weapon. A separate Skill Rating must be developed for each class of weapon, but half or more of the rating may be applied to similar weapons; the more similar the weapon, the greater the part of the rating allowed.

Personal Combat, Unarmed

This skill includes all combat types; no separate rating is needed. It is used to determine the proficiency of animals in combat as well; in general, meat-eaters are more proficient than vegetarians. The rating is averaged with the character's DEX to determine the base To-Hit Number for unarmed combat. For every 10 points in this skill, the damage in unarmed combat is raised 1 point.

Personal Weapons Technology

All Star Fleet personnel have a rating of 5 or more in this skill. Engineering and Security Officers have a rating of 10 or more. This skill would be used by a character attempting to make modifications to a phaser or disruptor or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug.

Physical Sciences

All Star Fleet officers have a rating of 10 or more in at least one of these skills. All Science and Medical Officers have a rating of 40 or more in at least one, if not several. Separate Skill Ratings must be developed in each science. The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation* to obtain specific information from shipboard or from a tricorder.

Planetary Sciences

All Star Fleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one. Separate Skill Ratings must be developed in each science. The rating may be averaged with the rating in *Starship Sensors* or *Computer Operation* to obtain specific information from shipboard or from a tricorder.

Planetary Survival

Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets. Star Fleet personnel on a *pre-planned* landing party expedition will have ratings of at least 1D10 in this skill for the type of planet being investigated; at least one member of the landing party will have a rating of 10 or more, and likely of 40 or more. No training will be given the landing party members for unplanned landings.

Security Procedures

All Security Officers have ratings of at least 40 in this skill.

Shuttlecraft Pilot

This skill deals with the operation of the standard shuttlecraft used by Star Fleet and carried on many larger ships. All Helmsmen have ratings of at least 10 and Security Officers of at least 20 in this skill. A character may fly the craft under normal conditions with a rating of at least 10, but he must have a Skill Rating of at least 20, or more commonly 40, to be assigned as a shuttlecraft pilot.

Shuttlecraft Systems Technology

All Engineering Officers have a rating of 10 or more in this skill.

Small Equipment Systems Operation

All Star Fleet personnel have a rating of 10 or more in this skill, and thus are able to use most Star Fleet equipment, including standard medical equipment, under normal circumstances.

Small Equipment Systems Technology

All Engineering Officers have a rating of at least 10 in this skill.

Small Unit Tactics

Security Officers have a rating of 20 or more in this skill.

Social Sciences

Every Star Fleet officer has a rating of at least 15 in the culture/history and the laws of the Federation. Security Officers have a rating of 20 in Federation Law. Those officers who complete Command School have ratings of 25 in *Federation* Law and of 20 in *Federation History/Culture.* Communications Officers usually have ratings in the history/culture of several races. Separate Skill Ratings must be developed for each separate race and for each different field. The Skill Ratings in these fields may be averaged with the rating in *Starship* Sensors to be able to find out specific information about a planet's culture.

Space Sciences:

All Star Fleet officers have a rating of 10 in *Astronomy* and in at least one other of these sciences. Furthermore, Navigators have a rating of at least 40 and Helmsmen of at least 10 in *Astrogation* (formerly called Starship Navigation); Engineering Officers have a rating of 10 or more in *Astronautics* (formerly called General Starship Engineering); and Science Officers frequently have ratings of 20 or more in several of these fields. Separate Skill Ratings must be developed for each different science. The Skill Rating in these fields may be averaged with the rating in *Starship Sensors to* find out specific information about space phenomena. In Starship combat after a hit to the engine room, the Chief Engineer may be required to make a Skill Roll against his rating in *Astronautics* to successfully restore power to the ship's power grid.

Sports

Separate Skill Ratings must be developed for each sport desired. A Skill Rating of 10 in *Swimming* allows a character to swim for recreation without fear of drowning under normal circumstances, though a Skill Roll would be required to save another character's life or to swim for long distances. Vulcans and Caitians may not choose *Swimming* as part of their background. Characters desiring to use SCUBA gear should choose it as the subject of the *Trivia* skill.

Starship Combat Strategy/Tactics

Characters who attend Command School have ratings of 40 or more in this skill. Captains use this skill in Starship combat to determine if they have the tactical advantage and can predict what their opponent will do before they commit themselves.

Starship Communications Procedures

This first-edition skill is now called *Communication Systems Operation.*

Starship Engineering

This first-edition skill is now the space science skill of *Astronautics.*

Starship Helm Operation

All Helmsmen have ratings of 40 or more in this skill. In Starship combat, the Helmsman uses this skill, with a Skill Roll, to make emergency or evasive maneuvers. After a bridge hit, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology,* to repair a damaged helm console.

Starship Navigation

This first-edition skill is now the space science skill of *Astrogation.*

Starship Sensors

All Star Fleet officers have a rating of 10 or more in this skill. Helmsmen have ratings of 30 or more and Science Officers of 40 or more. When averaged with the skills in various sciences, this skill is used to interpret data about a wide variety of subjects. In Starship combat, the skill is used, with a Skill Roll, to gain a sensors lock on the opponent and to obtain vital data about his preparedness and his intentions. After a bridge hit in Starship cpmbat, the skill is used, with a Ski11 Roll and averaged with the rating in *Computer Technology,* to make emergency repairs to the sensors panel.

Starship Weaponry Operation

All Helmsmen have ratings of at least 40 in this'skill. It is always used with a Skill Roll or a To-Hit Roll in starsfcijp combat to determine the effectiveness of weapon fire.

Starship Weaponry Technology

All Helmsmen and Engineering Officers have ratings of 10 or more in this skill so that they may make minor to moderate emergency repairs of damaged or malfunctioning equipment. After a bridge hit in Starship combat, this skill may be used, with a Skill Roll, to repair a damaged weapons console.

Streetwise

This skill is the urban counterpart of *Planetary Survival.*

Transporter Operational Procedures

All Star Fleet officers have a rating of 10 in this skill. This skill is used, with a Skill Roll and modifications, to determine the success of non-routine transporter operation.

Transporter Systems Technology

All Engineering Officers have a rating of 10 or more in this skill.

Trivia

This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill.

Vehicle Operation

Separate Skill Ratings must be developed for the operation of atmospheric craft, ground vehicles, and water vehicles. Skill ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the operation of most vehicles in the class. This skill frequently is chosen as a background skill as it is not a part of Star Fleet training.

Characters with this skill may apply half or more of the rating to the operation of archaic vehicles, such as biplanes

or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used.

Warp Drive Technology
All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more. In starship combat, this skill is used to coax extra power from the engines and to make emergency warp speed changes.

Zero-G Operations
All Star Fleet officers have ratings of 10 or more in this skill. Any unusual use of the skill will require a Skill Roll. To determine if a roll is necessary, subtract the rating from 100 to give the chance that a roll will be needed. If no roll is needed, the use will be successful without a roll. If a roll is needed and is successful, the same result occurs. If the roll is" unsuccessful, the attempt fails, with the potential for harmful effects if a Saving Roll against DEX is not successful. When a character attempts to use other skills under such conditions, the Skill Rating is averaged with the other skill before a Skill Roll is made.

SECRET ROLLS AND HIDDEN SUCCESS

SECRET ROLLS
Sometimes, a gamemaster will want to keep it secret from the players that a Saving Roll or Skill Roll is needed from a particular player character. Several systems can be used to do this, as detailed below.

System I: Ask the players to make several percentile dice rolls at the beginning of the game, and record the rolls. Whenever you want to make a secret roll, consult the list which gives the roll. As rolls are used, cross them off. Make a new list at the beginning of the next game session, or continue with the old list.

System II: When a secret roll is required from one player character, request *ALL* players to make a 'utility roll/ Go around the table asking what the roll was from *ALL* players. Seem to pay attention to all responses, but it is only necessary to deal with the player who needed to make the roll. This is a good technique for raising the suspense, the Danger Quotient, in a game session, for the players will not know what you were using the roll for. You might ask for a roll every so often, even if you do not need one, just to do this, but do not overwork the technique or it will be come stale.

HIDDEN SUCCESS
Sometimes a gamemaster must judge a Saving Roll or Skill Roll when the player character would not know the effects of the roll, whether he passed or failed. In this case, use one of the systems given below.

System III: Keep a record of all the attributes, To-Hit Numbers, and important Skill ratings for all players. When such a roll is necessary, have the player roll the dice without knowing why. Then you consult the record to determine if the roll was successful.

System IV: This system, called the floating base system, allows players to make all dice rolls and does not require that the gamemaster keep any records. When a roll is necessary/ the player *AND* the gamemaster roll percentile dice. The player reports the results of his roll AND the appropriate target to the gamemaster, such as, "I rolled a 49 and I have an INT (or Skill Rating) of 37." The gamemaster looks at his roll, which is the base (the lowest chance for success), and then adds the appropriate target to give the highest chance for success. In this case, if the gamemaster's roll were 26,

the sum would be 26 + 37 (the attribute score/Skill Rating), or 63. If the player's dice roll is between the base (the gamemaster's roll of 26) and the sum (63), then the roll is successful, as in this example (49 is between 26 and 63); if it is not, the roll fails (rolls less than 26 and more than 64 fail). When the sum is greater than 100, subtract 100. Therefore if the base (the gamemaster's roll) is 89, and the chance of success (the target attribute score or Skill Rating) is 40, then the sum is 129; any roll between the base of 89 and 00 is successful, as is any roll between 01 and 29, the sum minus 100.

JUDGING TACTICAL MOVEMENT

ESTIMATING AP COST FOR UNUSUAL ACTIONS
In situations where a character desires to perform an action not listed in the action table, the gamemaster should inform the player of the action's AP cost before the character completes his turn. This cost should be based on the table. When estimating the cost of actions, recall that the turn is only 10 seconds long and that a character with a high DEX may expend 10 to 15 AP per turn.

USING AP
Each character must determine the number of action points (AP) available to him during one 10-second turn in tactical movement or combat. This number is determined by dividing the DEX score by 10, rounding down, and adding 4. The *AP Cost Table* gives the cost for the various actions available to players when using tactical movement and combat.

JUDGING SPECIFIC ACTIONS

Position Change
Players must state when their characters are in a position other than erect, unless it is clear that they are prone. No movement is possible when a character is sitting or kneeling; a position change must be made first. Characters who wish to go from prone to standing must make 2 position changes — prone to kneeling, and kneeling to standing.

Movement
Move: If a character uses half or more of his AP in one turn to move across difficult terrain, such as steep hills, sand, snow, rubble, or the like, he may take temporary damage from fatigue. The player must make a Saving Roll against the character's MAX OP END. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Evade: If a character uses all AP to evade for a full turn, he may take temporary damage. The player must make a Saving Roll against the character's MAX OP END with a -20 modifier. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Run: It is possible to make other actions before running, but running is the last action possible in a turn because it uses up all the remaining AP. Once he decides to run, the running character may double his normal movement when figuring the number of squares he may run. If a character runs in two or more successive turns, he may take temporary damage; the player makes a Saving Roll against his character's MAX OP END. If the roll is successful, there is no temporary damage from the action. If the roll is unsuccessful, then the character takes 5 points of temporary damage.

Climb: Saving Rolls against DEX must be made if a character attempts any other action in the midst of climbing a ladder, rope, wall, cliff, or the like where both hands must be used to succeed.

Swim: If a character uses the full turn to swim, he may take temporary damage from fatigue. The player makes a Saving

Roll against the character's MAX OP END. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, the character takes 5 points of temporary damage.

Equipment And Weapon Use

Short Communication: During combat, the gamemaster should limit conversations between players to prevent long, unrealistic exchanges of information and discussion of tactics. The gamemaster should use discretion here, and if long communications are made, they should cost an appropriate number of AP. The use of this action does *not* include taking out and readying a communicator.

Operate Familiar Device: Operating unfamiliar devices should cost more AP, and the gamemaster should use his discretion on judging this. He should not tell a player how many AP operating unfamiliar devices will cost until the player has committed his character to the action.

Aim And Fire Weapons: These actions are resolved with the combat rules.

Throw Ready Weapon: This action usually is resolved with the combat rules given in the section on **Thrown Weapons Or Objects.**

Reload Weapon: Phasers and other modern sidearms usually cannot be recharged in the field. The cost is applied to each grouping for the weapon. If it uses single shots, the cost is per round; if it uses a clip, the cost is for the clip.

Combat And Emergency Evasion

Attack: After any armed or unarmed personal combat, after contact with the enemy is broken, the character may take temporary damage from fatigue. The player must make a Saving Roll against the character's MAX OP END. If the roll is successful, no temporary damage is taken. If the roll is unsuccessful, the character takes 5 points of temporary damage.

Parry/defend: Once the parry/defend action has been declared, it is effective for the rest of the turn against any direct attack from the front. If, for instance, Lee Sterling is attacked by a Klingon and chooses the parry/defend action, he may defend against any other Klingon who approaches and attacks later that same turn.

If a character successfully parries, the enemy's attack does no damage. In addition, he may declare a special opportunity action at the beginning of the following turn. This action costs the same as an attack, using up all the AP for the turn, but it comes before any other actions in the new turn. During this special opportunity action, the character may make a personal combat attack against one attacker whose attack he successfully parried in the previous turn. The attack must be made with any weapon already in the hands; no other weapon may be drawn or otherwise readied for this attack.

For example, Lt. Sterling is attacked by two Klingons. All characters involved in the fight have picked up metal bars, used as clubs, to fight with. When the first Klingon swings, Sterling will parry, using up all of his remaining AP and so he can make no other actions this turn. The first Klingon swings, but Sterling successfully parries and takes no damage. The second Klingon also swings, but Sterling is still defending automatically, because the parry/defend action lasts for the rest of the turn. Sterling's attempt to parry fails, and he takes full normal damage.

At the beginning of the next turn, Sterling may choose to make a special opportunity action - an attack on the first Klingon with the metal bar. He may not attack the second Klingon because he failed to defend against him, nor may he use a different weapon to make this special attack. If Sterling chooses to make this attack, it counts as a normal personal combat attack, and uses up his AP for the turn. If Sterling waits for the normal action sequence, he can attack anyone he wants, of course.

Dodge: Use of this action, which requires a minimum of 3 AP, does not guarantee success in dodging an attack. The action must be declared by a defender before the attacker rolls to hit, and it uses up the character's remaining AP. The defender makes a Saving Roll against his DEX. If the roll is successful, the defender may move into any adjacent square and the attack misses automatically. If the roll is unsuccessful, the character remains where he is, though use of this action makes him more difficult to hit. The attack proceeds as usual, but it is made with a evasion modifier of +15 to the To-Hit Number.

Duck Thrown Weapon/Object: Use of this action does not guarantee success in ducking a thrown object. The character doing the ducking must make a Saving Roll against his DEX. His remaining AP are used up regardless of whether or not the duck attempt is successful. The gamemaster may allow modifiers to the DEX Saving Roll according to the object thrown.

If the roll is successful, the character has dodged whatever was thrown. The thrown object will continue on for 1D10 squares, and anyone or anything else in this path may be hit if they do not duck. The gamemaster may adjust the die roll for the object thrown; for example, a chair will not travel as far as a knife. If the roll was not successful, the object thrown hits the intended victim.

Hide: The attempt to hide does not guarantee success. Gamemasters should judge this as seems reasonable for the situation, considering the size of the character, the amount of available cover, the activity of the potential observer, and so on.

For characters to spot hidden non-player characters, require a Saving Roll against INT, modifying for concealment as above.

Dive Roll: The character must make a Saving Roll against his DEX to complete this evasive maneuver successfully. If the Saving Roll is successful, the counter is moved 2 squares in the desired direction and the player announces whether the character is coming out of the roll kneeling or prone. If the Saving Roll is not successful, the counter is moved only one square, and the character is prone. Dive rolls can only be made straight forward, to the rear, or to either side; diagonal dive rolls cannot be made.

After a successful dive roll, a character may use a weapon if he has AP left to do so.

Flying Tackle: This action is resolved using the combat rules. The AP cost of moving the 3 squares is figured into the action's AP cost.

JUDGING LARGE-SCALE MOVEMENT

The larger scales exist to move players quickly from one encounter to another. In the larger scales movement is carried out a bit differently. Actions from the *Action Point Table* take so little time that they are not important when dealing with turns of 15 minutes or 2.5 hours long; the time needed to work a communicator or ready a weapon, for example, is minimal in the larger scales. Players and the gamemaster are urged to use their common sense when working with the large scales. Think about how long an action would take and translate it into these scales. If combat occurs, the tactical scale is used immediately.

In the larger scales, action points are used only to regulate movement, most often to see how long it takes a character to travel a certain distance or to see how far a character can travel in a certain time. AP are spent as in the tactical movement system, but only the movement actions apply. Each movement straight (at a walk) costs 1 AP per square, and each movement diagonally costs 1.5 AP per square. Evading costs 2 AP and 3 AP per square. Swimming and running cost as in the tactical movement system, but gamemasters

should be aware of fatigue. A character cannot move into a square if he does not have all the AP it would cost to cross. AP not used in a turn are lost; they cannot be saved for a later turn.

ACTION POINT MODIFIERS FOR TERRAIN TYPE

Each type of terrain crossed has a variable AP cost, depending on the type of terrain that occupies most (over 1/2) of that square. Climbing in elevation costs extra. The table below lists three basic terrain types used in this game package. Future expansions and adventures may list new types of terrain or special types particular to a region or planet. Gamemasters should feel free to add to or alter AP costs because some adventures may require more specification due to the situation.

Characters crossing rough terrain may incur temporary damage from fatigue. A Saving Roll against MAX OP END should be made at the end of any turn during which more than half a character's AP were used to cross rough or rocky terrain, swamp, sand, or snow. In the larger scales, these rolls should be made even for normal movement after the second turn.

For example, Lt. Sterling has 10 AP per turn. In the larger scales, he could move through 2 hilly terrain squares straight forward, using 4 AP (2 squares x TAP each x 2 because of the hills = 4 AP). Then he could evade 2 clear squares diagonally, using another 6 AP (2 squares x 3 AP each x 1 because of the clear terrain = 6 AP). This would use up his 10 AP for the turn. If the area scale were used, he would have travelled about 75 meters in 1.5 minutes. If the large area scale were being used, he would have travelled about 750 meters in about 15 minutes. If the region scale were being used, he would have travelled about 7500 meters (about 4.7 miles) in 2,5 hours.

VEHICLE MOVEMENT

The map scales and the turn lengths were chosen for movement on foot. Vehicles move at high speeds compared to the speed of a person on foot. The number of squares they move in one turn is so big that even slow vehicles can move across a map in 2 or 3 turns. Vehicle movement can be shown only if the turn length is shortened and the larger scales are used. A vehicle from the 1980s, travelling at about 100 kph (about 60 mph), passes through one square at the region scale (1.5 km) in about 1 minute; it passes through one square at the large area scale (150 m) in about 6 seconds. This movement can be shown on a map, but only if the 4-hour turn length at the region scale and the 25 minute turn length at the large area scale is ignored.

In the tactical movement scale, vehicle movement most often will be shown as an arrival or departure, and the placement of stationary vehicles will be more important.

Vehicle movement rates are provided in kilometers per hour (kph). To convert kph to squares per turn, multiply the number of kph by 2.78. Thus, if a vehicle is moving at 15 kph, it is moving at about 42 squares per turn at any scale *(15 kph x 2.78 = 41.7 squares per turn).*

MOVEMENT THROUGH SPACE

The general maps of the Federation show some of the important star systems. These maps are in enormous scales to get them all on one piece of paper. On one, one-fourth inch is about 10 parsecs; one parsec is 3.26 light-yeaqrs or over 9 million kilometers. You can see that the numbers are too big to work with, and so it is better to translate these distances into travel times. Maps of smaller areas of space, such as solar systems, may be made by reducing the scale. Another useful scale is one-fourth inch equals 1 days' travel at Warp 3, or about 25.9 billion kilometers. (By the way, subspace radio travels about 10 billion kilometers in a second travelling at Warp 15, and it's still too slow for some things. Space is BIG!)

It takes about 28 hours to travel 1 parsec at Warp 10, and thus the map of the Federation has a scale of one-fourth inch equals about 11% days travel at Warp 10. To find the travel time at Warp 10 between any two star systems, measure the distance with a ruler and multiply the result by 11% days per [1]A inch.

JUDGING COMBAT

TO-HIT SEQUENCE

1. Determine normal To-Hit Number.
2. Determine range by counting squares from attacker to target along shortest route. Count target's square but not attacker's. If target is out of range, there is no shot.
3. Determine if LOS is blocked by drawing straight line between center of attacker's counter and center of target's counter. If it is, there is no shot.

Target Modifiers:
4. Determine range modifier and apply to To-Hit Number.
5. Determine size modifier and apply to To-Hit Number.
6. Determine position modifier and apply to To-Hit Number.
7. Determine concealment modifier and apply to To-Hit Number.
8. Determine movement modifier and apply to To-Hit Number

Attacker Modifiers:
9. Determine aiming modifier and apply to To-Hit Number.
10. Determine movement modifier and apply to To-Hit Number.

11. Roll percentile dice. If roll is less than or equal to the modified To-Hit Number, the target is hit and damage is applied. If roll is greater than the modified To-Hit Number, the attack was a miss.

DETERMINING BASE TO-HIT NUMBER

The base To-Hit Number is the average of a character's DEX and his Skill Rating with the attack form he is using. Skill in *Modern Marksmanship* covers all phasers and similar energy weapons. Skill in *Archaic Marksmanship* applies only to the specific projectile weapon type mastered, such as bow, 20th-century pistol, rifle, and so on; when a character uses weapons that are close to the type mastered, the gamemaster may allow this Skill Rating to be used with a modifier. Skill in *Unarmed Personal Combat applies* to all forms of hand-to-hand combat, regardless of type.

Of course, if a player character does not know how to operate or point a weapon, such as an alien device not designed for humanoids, he cannot fire it at all without luck. In situations like this, the player should be allowed to make a Saving Roll against the character's LUC. If the roll is successful, he can determine how the weapon is fired and may use it.

Base To-Hit Number For Thrown Weapons Or Objects

The base To-Hit Number for throwing small objects is half a character's DEX. That for throwing large objects should be a combination of DEX and STR, depending on the circumstance. If a character has *Armed Personal Combat* skill with a knife or other throwing weapon, the base To-Hit Number is calculated as usual: DEX + Skill Rating divided by 2.

DETERMINING MODIFIERS

Range Modifiers

For each diagonal square counted when determining the range, add 1.5 squares to the total. If the total range is not a whole number, round up to the nearest whole number.

The gamemaster can adjust the range for elevation as seems reasonable; for most combats, this will not be a factor. In some cases, however, where the bulk of the distance between the attacker and the target is due to a difference in height above the ground, it could make a considerable distance. For each 1.5 meters above the ground, add 1 to the range, and for every square away from the target add 1.5 to the range.

In determining the proper range modifier, consult the *Weapons Table,* which lists the various ranges for the weapon being used. Then, for point-blank attacks or shots, those that occur in the same square or an adjacent square, use a +15 range modifier. There is no range modifier for short-range attacks or shots. Shots or attacks from medium range have a -15 range modifier. Those from long range have a -30 range modifier, and those from extreme range have a -45 range modifier.

Unarmed Personal Combat: All hand-to-hand attacks in unarmed personal combat get the +15 point-blank range modifier.

Armed Personal Combat: Armed personal combat and hand-to-hand combat attacks always receive the +15 point-blank range modifier. Some weapons in the tables do not have ranges listed. These weapons may only be used in armed personal combat, with the opponents in the same or adjacent squares. The knife/dagger is the only listed weapon that may be used in either ranged or non-ranged combat, but other weapons (like the spear) may be added to the list.

Size Modifiers

Small targets have a size modifier of -15, large targets have a size modifier of +15, and man-sized targets have no size modifier. When a character aims at a specific part of the target, use a -15 size modifier.

Position Modifiers

Position modifiers are given, taking no account of possible concealment modifiers. Apply a -5 position modifier to kneeling, crouching, sitting targets. Apply a -10 position modifier to stationary prone targets or crawling targets.

Concealment Modifiers

The exact concealment modifier should be determined by the gamemaster before the die roll, using common sense, discretion, and the following guidelines. If one-third or less of the target is concealed, no modifier should be added to the To-Hit Number. If between one-third and two-thirds of the target is concealed, a -10 modifier should be made to the To-Hit Number. If more than two-thirds of the target is concealed, the To-Hit Number should be modified by a minimum of -30. The Human peering from a gun slit might have a -50 concealment modifier.

The diagram below will help in determining LOS and concealment. In the diagram below, A is attacking B, C, and D.
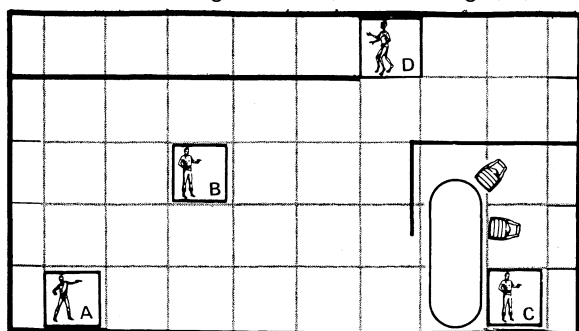
When A and B exchange fire, no intervening obstacles are present. Clear LOS exists no matter what positions A or B take. The shots are made with no concealment modifier.

When A and C exchange fire, the console is between them. If C is standing, he is partly concealed from A by the console, though he has a clear LOS at A. Thus, A can fire, but he has a -10 modifier for the Va to % concealment; C has no concealment modifier. If C is kneeling behind the console, however, he is more than % concealed from A though he still has a clear LOS to A. Thus, A can fire, but he has a -30 modifier for the more-than-^{2}/3 concealment; C has no concealment modifier. If C is prone behind the console, neither can see or hit the other.

When A and D exchange fire, the LOS is blocked by two things, both of which must be considered — D's concealment because B is in the way, and D's concealment because of the wall. If B is standing, the LOS is blocked in both directions, and neither A nor D may exchange fire regardless of D's concealment by the wall; if B is in any other position, the LOS is not blocked. If D is completely hidden behind the wall, LOS is blocked; neither A nor D can see one another and thus they may not exchange fire. Assuming that B does not block the LOS, if D is peeking around the wall's edge to shoot at A, both may fire. A has a -40 modifier because D is more than ^{2}/s concealed, but D has no concealment modifier (though he may have a -20 aiming modifier if he is right-handed).

Modifiers For Target's Movement

The combat system was geared to targets moving at combat speed, and thus they have no movement modifier. Stationary targets are easier to hit, and they have a +15 modifier to hit. Running targets have a -5 modifier to hit, and evading targets have a -15 to hit.

Aiming Modifiers

For aimed shots, adjust the To-Hit Number by a +25 aiming modifier. For quick-draw shots, adjust the To-Hit Number by -25.

Gamemasters should not let more than one character out of 20 be ambidextrous. For off-hand attacks, apply a -20 aiming modifier.

For simultaneous attacks, apply a -10 aiming modifier to both attacks. Unless the character is ambidextrous, also apply the -20 aiming modifier to attacks with the off-hand weapon. Gamemasters should be cautious about allowing simultaneous attacks.

Modifiers For Attacker's Movement

When determining which modifier to use for the attacker's movement, determine what the action was just prior to the attack, even if it was in a previous turn. When a character makes an attack or fires after turning, changing position, drawing a weapon, aiming, firing, or any other action not involving movement, running, or evasion, apply no movement modifier. When a character uses AP to move and then to attack or fire, without a non-movement action in between, apply a -5 movement modifier. When the character is running just prior to attacking or firing, apply a -15 movement modifier. When the character is evading just prior to an attack of any kind, apply a -30 movement modifier.

CALCULATING ADJUSTED TO-HIT NUMBER

After all the target modifiers and attacker modifiers have been determined, adjust the base To-Hit Number by adding them to it or subtracting them from it. The modifiers are cumulative, and so the base To-Hit Number may be significantly changed from one instance to the next. Once all modifiers are figured in, the result is the adjusted To-Hit Number.

DETERMINING SUCCESSFUL ATTACKS

Rolls that are less than or equal to the adjusted To-Hit Number are successful attacks. Rolls that are greater than the adjusted To-Hit Number miss.

Any roll of 100 (00 on percentile dice) misses and any roll of 01 hits, no matter what modifiers have been added to or subtracted from the base To-Hit Number. This means that, as long as a target is within range and an LOS exists, there is always a chance to hit and there is always a chance to miss, no matter how small.

DETERMINING DAMAGE

Damage From Armed Combat

The *Weapons Table* gives the damage from armed combat. Any armor protection is subtracted from this damage before it is given to the target.

Damage From Unarmed Personal Combat

Damage done in unarmed combat is largely dependent on SIR, as shown in the table on page 46. The Skill Rating in *Unarmed Personal Combat* modifies this damage by +1 point for every 10 points of skill. Natural weapons, such as fangs, claws, or the like, may add to the damage.

Armor

Armor may be natural, as on some creatures, or it may be artificial. In either case, if the target has any armor protection, subtract the armor rating from the damage given. If the result is 0 or less, no damage is taken at all. Armor is effective against hand-held weapons, against damage in unarmed combat, and against archaic projectile weapons or thrown weapons. It is ineffective against modern sidearms.

For heavy armor, adjust DEX as seems reasonable.

Parrying Attacks

Parrying requires a Saving Roll against DEX. If the roll is successful, no damage is taken. If the roll is unsuccessful, damage is given as usual. Attacks by an unarmed opponent or one who has no ready weapon may be parried or blocked without having any weapon or object to parry with. Attacks with a chair, sword, club, or the like, require that the defender have a parrying weapon or some other maneuverable object (like another chair) with which to intercept the attack, or no parry is possible. Ranged attacks (arrows, phaser fire, thrown daggers, etc.) cannot be parried, of course, nor can any attack from behind the defender.

Once the parry/defend action has been declared, it is effective for the rest of the turn against any direct attack from the front. If, for instance, Lee Sterling is attacked by a Klingon and chooses the parry/defend action, he may defend against any other Klingon who approaches and attacks later that same turn.

SPECIAL VULCAN ATTACKS

Psionics

Vulcan mental techniques are a useful part of the game, but they can be misused easily if Vulcan characters are allowed to use them too often. These rules permit their use where appropriate, but allow the gamemaster to restrict them for the sake of play balance. Gamemasters must keep Vulcan telepaths on a 'short leash' and not allow psionics to dominate the game.

The table below gives the modifiers used in judging success of the Saving Roll. The base chance of success is the character's PSI score; this is modified by a modifier for the type of contact being attempted and by a modifier for the conditions under which the attempt is being made. The table is not complete, and gamemasters are encouraged to apply other modifiers as needed for special situations or to alter the modifiers if the situation warrants.

There is *NO WAY* that a mind touch or other psionic discipline can be attempted in combat.

PSIONIC ATTEMPT MODIFIERS

Contact Type

Mind touch, one-way	
Basic concept or feeling	0
Short message, complex concept	-10
Mind touch, two-way	
Telepathic conversation	-20
Sharing of thoughts and feelings	-30
Total thought exchange	-40
Modification of subject's memory	-20
Mindfusion	-50
Mind meld, per additional person	1.5x modifier

Subject

Intelligence	
Intelligent Humanoid	+10
Intelligent non-Humanoid	0
Semi-intelligent creature	-10
Unintelligent creature or animal	-25
Unknown creature type	-20
State of mind	
Willing telepath	+ half PSI of less skilled
Willing non-telepath	+25
Unresisting or unaware	+10
Aware and consciously resisting	- half PSI of subject
Friendly or mentally sympathetic	+10
Previously mind-touched	+10

Conditions

Surroundings	
Total quiet, no one else present	+15
Comfortable, familiar location	+10
Touching subject	+20
Subject in sight, not touched	0
Subject distant	-10 or more

Because of the complexity of these rules, let's look at an example of Vulcan mind touch at work. Suppose a landing party from the *Enterprise,* commanded by Mr. Spock, is captured by hostile natives and locked in a cell. The jailer is right outside the locked steel door, dozing in a chair. The use of Vulcan mental abilities might get our heroes out of the spot they are in!

Spock can see the jailer through a small window in the door. He calls for silence and begins to concentrate...

The player running the character of Mr. Spock must now determine his chances of placing a suggestion in the mind of the jailer. He tells the gamemaster that Spock is trying to communicate to the jailer the feeling that the prisoners are escaping, hoping in his half-waking state he will get up and open the door to see.

Spock has a base PSI score of 97, and so he has a good chance that it will work. Looking at the chart of modifiers, the gamemaster sees that Spock is trying for a one-way mind touch for a short message or complex concept; the modifier is -10, adjusting the PSI target to 87.

The subject is an Intelligent humanoid (+10), unaware (+10), and in sight and near (+0). The adjusted PSI target is now 107, and Spock can hardly fail. Furthermore, because the jailer is half-asleep, he probably would be easier to confuse, and so the gamemaster decides to give Spock an additional +5 bonus, bringing the adjusted PSI target to 112.

The roll is made, but it's not a good one — 99! Fortunately, the modifiers have helped, and Spock would have needed to roll 00 to fail. In fact, he would have been successful if his PSI score had only been 84!

The jailer jumps up, startled, and dazedly unlocks the door to look for the prisoners. The other members of the landing party jump the jailer and knock him unconscious, and the party is freed!

Nerve Pinch

The Vulcan nerve pinch is judged like any other attack. The base To-Hit Number is that for unarmed personal combat. Modifiers to the To-Hit Number are made for surprise, as shown in the table below; these are added to or subtracted from the To-Hit Number.

The dice roll is compared to the adjusted To-Hit Number. If the roll is successful, the victim is reduced to unconsciousness immediately, regardless of his CURB OP END. The effect lasts 2D10 + 10 minutes, and there is no residual loss of CURR OP END upon regaining consciousness.

TO-HIT MODIFIERS FOR NERVE PINCH	
Condition	Modifier
Victim totally unaware	-30
Victim surprised or distracted	-20
Victim on guard in general	+20
Victim aware of nerve pinch technique	+ 40

JUDGING INJURY, MEDICAL AID, AND DEATH

TAKING DAMAGE

As wound damage is taken, it should be subtracted from the character's MAX OP END and from the CURR OP END. As temporary damage is taken, it should be subtracted from the character's CURR OP END. The MAX OP END score determines when the character may die, and the CURR OP END score determines when he will fall unconscious, as described below.

Instead of erasing the old OP END score during combat, it is a good thing to have players cross it out and write the new score beneath it in pencil. That way, if there is any question about the exact damage that is taken, the record is there showing each time that damage is removed. At the end of a game session, this list may be erased and the new score written.

INACTION

Whenever a character's MAX OP END or CURR OP END fall below the INACTION SAVE of 20, the character is either too wounded (ill) or too fatigued to perform ANY action normally. Any action after this condition has been reached must be accompanied by an END Saving Roll against the character's MAX OP END. If the roll is successful, then the character may perform the action; if it is not, he is either too hurt or too exhausted to do it, and collapses from the effort, taking 5 more points of temporary damage. A second END Saving Roll is necessary to see if the character falls unconscious.

Occasionally, a player will have his wounded character attempt an action that could make his injuries worse. In this case, the 5 points is additional wound damage, removed from both MAX OP END and CURR OP END. Passing a second roll is required to avoid unconsciousness from the pain.

UNCONSCIOUSNESS

When a character's MAX OP END or CURR OP END fall below the INACT SAVE of 20, an END Saving Roll against the charater's MAX OP END is required. If the character fails this roll, then he passes out. After any attempt at subsequent actions, more Saving Rolls will be required, not only to see if the character can perform the action, but also to see if he passes out from the strain or the pain. Failing the unconsciousness roll causes the character to pass out.

Duration

Once a character is unconscious, he will remain that way for 2D10 + 10 minutes after which he will again be able to function normally. If the character's CURR OP END was below the UNC THRESH, the unconsciousness period of 2D10 + 10 minutes does not begin until his healing rate brings his CURR OP END above the UNC THRESH of 5.

Temporary damage does not accumulate beyond the UNC THRESH, and any temporary damage a character takes after the UNCTHRESH has been reached is ignored. A character cannot stun an unconscious individual and expect unconsciousness to last longer; he must wait for the individual to wake up and stun him again.

REST AND HEALING

Regaining Temporary Damage

When a character rests for 30 minutes, he regains some of the points lost from his CURR OP END due to temporary damage. The number of points is his FATIGUE HEAL RATE, which is determined by dividing his END by 20 and rounding down. Rest means that no violent or prolonged action is possible. Gamemasters are advised to be strict about this, for players tend to push this point.

No matter how long the rest, a player may not raise his CURR OP END higher than his MAX OP END. See below for the healing effects of extended rest.

Regaining Damage While Unconscious

A character will regain CURR OP END lost due to fatigue at the normal healing rate for temporary damage during the time he is unconscious. If, however, unconsciousness were due to phaser stun, a Vulcan nerve pinch, or most drugs, the character will regain all CURR OP END lost due to these types of attacks as soon as he regains consciousness.

Regaining Wound Damage

When a character rests for one full day, he regains some of the points lost from his MAX OP END due to wound damage. The number of points he regains is his WOUND HEAL RATE, which is determined by dividing his END by 10 and rounding down. The rest must be for a *full* 24 hours; see the note above for definition of rest.

EMERGENCY FIRST AID

When MAX OP END is reduced to zero or below by injury, emergency first aid (use of the skill *General Medicine)* is the only way the the victim can live, for normal healing will not begin while the MAX OP END is zero or lower.

When someone is mortally injured, record the damage taken below 0 MAX OP END and begin to record the time until first aid is applied. When a character attempts to give a victim emergency first aid, the player makes a Skill Roll against his character's rating in *General Medicine* for the race of the victim. If the medic does not have the skill for the appropriate race, such as having only skill for Humans and the victim is a Vulcan, only half the Skill Rating is used as the target for the Skill Roll.

The target may be modified by a number of factors. These modifiers, shown in the table below, are added to or subtracted from the die roll before it is compared to the target.

EMERGENCY FIRST AID SKILL ROLL MODIFIERS	
Condition Present	Modifier
No medical equipment available	no modifier
Using medical field kit/first aid kit only	- 5
Using med pouch (Star Fleeter Klingon issue)	-15
Using non-Star Fleet hospital or sick bay facilities	- 1 to -20
Using Star Fleet hospital or sick bay facilities	-25
Prior attempt(s) at first aid, successful or not	- 5 total
Per minute since zero MAX OP END was reached	+ 1
Per damage point below zero MAXOPEND	+ 1
Additional personnel assisting	no modifier

If the Skill Roll succeeds, raise the victim's MAX OP END to 1 and begin the normal healing process. If the roll fails, continue to record the time; the MAX OP END remains at the current level, but the next first aid attempt will have modifiers for the time elapsed.

DEATH

If at any time the modifiers are enough to drop the Skill Roll needed for successful first aid to zero or less, the patient is irretrievably dead. The player should generate a new character.

VULCAN PAIN REDUCTION

It is impossible to provide a full set of rules for this action, and so gamemasters should judge it according to whatever seems reasonable. It is important to note that the technique reduces only *pain* and has no effect on the injury itself; thus its use might make the injury worse, because, after all, pain is one of the ways the body signals that it is in danger. This technique might be employed to prevent a character from having to make a Saving Roll against his MAX OP END when he has taken temporary or wound damage and his CURR OP END has fallen below the INACT SAVE of 20.

JUDGING EQUIPMENT USE

PERSONAL EQUIPMENT

Environmental Suit

Most unusual actions will require Skill Rolls against the character's rating in *Environmental Suit Operation.* Failure indicates that the action cannot be completed at that time in that way.

Life Support Belt

A 10-damage-point hit will render the belt useless.

Psychotricorder

The technician must have Skill Ratings of 40 in the appropriate *Psychology skill* and of 50 in *Computer Operation.* Skill Rolls required to establish a scan are made against the ratings in both skills, at a modifier of -20.

Subcutaneous Transponder

A 10-damage-point hit to the area of insertion will render the transponder useless.

Tricorder

The tricorder operator must first state what type of scan is being made. If the scan is common, then no roll is necessary for operators with a rating of 10 in *Computer Operation.* If the scan is unusual, then the operator must make a Skill Roll against the rating in *Computer Operation.* If the roll is made successfully, the gamemaster gives the information revealed by the scan; if not, the readings are fuzzy and the operator may try again.

If a character carrying a tricorder falls down, is shot by anything other than a stun weapon, or is attacked physically and knocked to the ground, he must roll 1D10. On a roll of 1, the tricorder is damaged and becomes inoperative. An inoperative tricorder can be repaired in the field 50% of the time by a person with skill in *Small Equipment Systems Technology,* assuming that he makes a successful Skill Roll and is carrying basic tools. Otherwise, it must be returned to the ship for repairs. If return to the ship is necessary, there is a 50% chance that the tricorder is so badly damaged that data it was carrying is lost.

The **Shipboard Systems** section of this book gives some hints on how to use sensors. These can be applied to the use of tricorders.

Universal Translator

When a new language is encountered, there is a 30% chance that it will be translated immediately. This chance increases 10% for each half-hour of conversation the device records or is fed in advance. A -10 penalty modifies the chance if the language is spoken by a non-Humanoid species.

MEDICAL EQUIPMENT

Biocomputer

A Skill Rating of at least 20 in *General Medicine* is required for use.

Cardiostimulator

A character reduced to zero MAX OP END or less through some kind of heart failure or shock (like electric shock) may require a successful application of this unit to be revived, at the gamemaster's option. Because its use is always in an emergency, a successful Skill Roll is required to use this device, and a Skill Rating of at least 20 in *General Medicine* is required for use at all.

Diagnostic Table And Panel

Anyone with a rating of 10 in *General Medicine* can take the readings from the panel's scales, but only someone with a Skill Rating of 20 or more in will be able to tell very much from them.

Drugs

Antitoxins: To determine if an antitoxin is effective, have the medical officer roll percentile dice. If the first roll is 50 or less, the antitoxin will cure 4D10 damage points; otherwise roll again. If the second roll is 50 or less, the antitoxin will cure 2D10 damage points; otherwise roll again. If the third roll is 50 or less, the antitoxin will cure 1D10 points. If none of the three is 50 or less, the antitoxins are totally ineffective. The 50% chance may be adjusted depending on the circumstances.

Coradrenaline: This drug neutralizes 2D10 points of damage from cold-based sources, and cuts further damage suffered by 1/2 for the next 3 hours.

Neural Paralyzer: The coma begins 1D10 + 5 minutes after the injection. If an injection of a light stimulant is not administered within a number of minutes equal to the character's END score, death will result.

Sedatives: Sedatives produce a temporary reduction in CURR OP END, which is treated much like fatigue. A light sedative reduces CURR OP END by 2D10+ 10 for 2 hours. A medium sedative reduces CURR OP END by 2D10 + 25 for 4 hours. A heavy sedative reduces CURR OP END by 2D10 + 40 for 6 hours.

If a sedative drops CURR OP END below the INACT SAVE of 20, the character must make an END Saving Roll to avoid unconsciousness. If the score drops below the UNC THRESH of 5, loss of consciousness is automatic. When the sedative wears off, the CURR OP END returns to it's previous level, counting in any normal healing done while unconscious.

If a sedative's effect would drop a character's CURR OP END below zero, calculate the number of points below zero the CURR OP END would go. The character must make an immediate Saving Roll against his MAX OP END, minus the number of points below zero caused by the sedative effect. If the roll is unsuccessful, the character has been overdosed and MAX OP END drops to the level below zero that was calculated. The character is in mortal danger and will die without medical attention and successful emergency first aid.

Stimulants: Stimulants provide a temporary boost in CURR OP END. A light stimulant adds 1D10 to CURR OP END for a number of minutes equal to the character's END score. A medium stimulant adds 2D10, and lasts twice as long. A heavy stimulant adds 3D10 and lasts three times as long.

If giving a stimulant to an unconscious person brings CURR OP END above the UNC THRESH of 5, consciousness is regained for as long as the stimulant's effects last. Then the CURR OP END score returns to the original depressed state. A light stimulant will awaken a person who passed out *before* reaching the UNC THRESH; unlike a more seriously injured character, that person will *stay* conscious unless CURR OP END is dropped below the UNC THRESH by further injury.

When stimulants wear off, a Saving Roll against MAX OP END must be attempted. For a light stimulant, the roll is made without modifiers. For a medium stimulant, there is a -10 modifier to the MAX OP END, and for a heavy stimulant, there is a -25 modifier. If the roll succeeds, there is no adverse effect on the system when the drug wears off. If the roll fails, however, the shock to the system caused by the stimulant damages the character's system. A light stimulant does 1D10-5 damage points, a medium stimulant does 1D10-3 damage points, and a heavy stimulant does 1D10 damage points. A final result of zero or less means no damage was taken after all.

Warning About Sedatives And Stimulants

The use of stimulants and sedatives must be carefully controlled by the gamemaster (much as the real drugs must be controlled) to avoid unbalancing the game. They can be highly useful as a plot device or last-minute aid, but their use should be severely restricted.

Their use is tricky and only a doctor or someone with a Skill Rating of at least 40 in *General Medicine* should be allowed to administer them. Gamemasters are encouraged to keep a close eye on their use and find ways to discourage players if they misuse them to unbalance the game.

Stimulants and sedatives can be given unusual or annoying side effects. A light stimulant such as Formazine can cause irritability. A heavy stimulant like Cordrazine can cause severe mental imbalance and a feeling of acute paranoia, the effects lasting for anywhere from a few hours to a week, at gamemaster's option, depending on the size of the dosage and the END score of the character. A light sedative like Melanex can cause a vivid yellowing of the skin while the victim is under its influence.

Heartbeat Reader

A Skill Rating of at least 20 in *General Medicine* is required for use.

Hypo

Anyone with a Skill Rating of 10 or more in *General Medicine* can fill one, and anyone who is shown briefly how to handle it can give an injection under normal circumstances.

Med Pouch

Unless otherwise stated BEFORE leaving the ship, however, no items but those listed in the **Star Fleet Officer's Manual** are contained in the Med Pouch.

Protoplaser

With a 5-minute application, these devices will heal 1/2 the MAX OP END loss from any wound of fewer than 10 damage points. Anyone with a Skill Rating of 10 or more in *General Medicine* can use one for this purpose.

They also are used for more involved healing and surgery, but such use already has been figured into the medical rules. A Skill Rating of at least 20 in *General Medicine* is required for use on normal wounds, but major blood vessels, nerve tissue and delicate work requires a Skill Rating of at least 40.

Spray Dressing

Anyone with a Skill Rating of 10 or more in *General Medicine* can apply spray dressings.

SIDEARMS

Most sidearm effects are described in the section on **Judging Combat.** The information here is in addition to the information presented there.

Agonizer

On a high setting, a character must make a successful Saving Roll against END to take any action at all. A modifier of -50 is applied to this roll.

Wide Angle Stun

All phaser weapons can be set for wide angle stun effect. A wide angle stun shot affects all targets in three connected squares (any pattern chosen by the attacker), with full damage, graze damage, and power drain as noted in the weapons charts. A clear line of sight must be drawn to EACH target square, and all target squares must be within the weapon's SHORT range area, as shown in the weapons charts.

A separate To-Hit Roll must be made for all affected targets. If the To-Hit Roll fails, the target is unaffected, even if targets on either side or even in the same square are affected. Because of the wide-angle effect, a +20 modifier is added to the To-Hit Number, making a miss unlikely.

Resetting a weapon for wide angle stun requires performing a *Reset Weapon Settings* action, as does returning the setting to normal. No other type of phaser fire (heat, disrupt, etc.) is effective against any type of targets at the wide angle setting.

There is no 'wide angle heavy stun' setting. Only phaser-type energy weapons (not disruptors, police stunners, blasters, etc.) have the wide-angle setting.

Phaser Overload

A phaser set to overload makes a characteristic whine, rising in pitch as time runs out. This noisemaker effect, inherent in the circuitry and not able to be bypassed for safety reasons, can be heard over a wider area than the blast radius. Thus, a phaser does not make a good booby trap or grenade. The only real use for this setting seems to be as a time bomb.

The blast radius for the phasers depends on the size of the powerpack. For a Phaser I, it is 30 squares; for a Phaser II, it is 100 squares; and for a Phaser Rifle, it is 125 squares.

SHIPBOARD SYSTEMS

Sensors

In non-critical situations, where time is not important, a Skill Rating of 10 in *Starship Sensors* is sufficient to operate the sensors and to interpret most standard results. Similarly, a Skill Rating of 40 or more will yield accurate information in a timely fashion. The Skill Rating is an indication of the amount of information that may be acquired from the sensors and of the time needed for the data to be interpreted. Sensors may be used to determine the following types of information:

1) Presence, location, and general type of unusual energy sources in space or on planet surface. *Example: You detect an unusual source of energy on the planet's surface, near the capital city. It seems to be a crude type of matter/antimatter power.*

2) Material composition of an object, if the materials are familiar. The status of the object (solid, liquid, gaseous, plasma, fluctuating, etc.) will be known as well. Materials not known to Federation science should be noted just as 'unknown,' though their status should be given. *Example: You detect a large deposit of dilithium crystals beneath an unknown liquid.*

3) Size, speed, and vector of any object. If the object is known to the Federation, its type, nationality, and description should be available if requested. *Example: The vessel approaching is a Corn shuttlecraft. It will intercept your orbit in 10 minutes.*

4) Presence and number of life forms, and the general type if familiar to the Federation. A shielded ship cannot be scanned for life form number or type, though the presence of life can be detected through shields. *Example: There are three unknown life forms on the asteroid's surface; two are reptilian and the third is completely unknown.*

In critical situations, or where time is an important factor, Skill Rolls are a good way of determining the amount of accurate information that may be gained through the sensors. The Skill Rolls may be made against the average of the Skill Rating of the appropriate science or technology and the

Skill Rating in *Starship Sensors* and modified for the circumstances. Success will give additional information in a short time, though it is possible to determine much of the same information without the roll if enough time is spent. Examples of such additional information are given below:

1) Exact strength and nature of an energy source already detected; a second or even third Skill Roll may be required for any detailed information. *Example A: The power source you have detected is strong, but not controlled well by your standards. Example B, second Skill Roll required with a modifier of -10: It seems to be a power plant, similar to your own warp engines, but about half as powerful.*

2) The general use of the energy. *Example: The power seems to be used in a large structure, where it is being transformed into light.*

3) Presence of standard deflector screening. *Example A: The alien ship has shields up. Example B, after a second roll: The alien ship's screens are quite strong, except to aft, where they seem to be underpowered.*

4) Presence of any standard weapon systems and their armed status. *Example A: The asteroid base has armed disruptors. Example B, with the roll made against the average of Starship Sensors and Starship Weaponry Technology at a -20 penalty: The mechanism seems to be a type of laser cannon, with about as much destructive power as a medium-strength phaser but twice the range.*

5) Basic information about a previously detected unknown substance. *Example, with the roll made against the average of Starship Sensors and Physical Chemistry at a -25 penalty: The alien ship's hull seems to be made of a previously unknown material similar to plastic, but stronger than any known metal.*

6) Basic information about a previously detected unknown life-form. *Example, with the roll made against the average of Starship Sensors and Exobiology: The life-form has a crystalline structure, much like diamond, but it can grow appendages in a process that is similar to crystal growth.*

7) Basic information about an unknown culture. *Example A, with the roll made against the average of Starship Sensors, Ecology, and Exobiology: The vegetation seems to be cultivated, and the alien's digestive system could use the roots as food, but the leaves probably are mildly toxic. Example B, with the roll made against the average of Starship Sensors, Comparative Edoan Archaeology, and Edoan History/Culture: The people have been visited by the Edoans at some time in the distant past. The ruins show heavy Edoan influences, and the current dress could have been adapted from Edoan dress of 3 centuries ago.*

8) Unusual use of sensors. *Example A, with a modifier of -15 and up to -30 if many life forms are present: Sensor lock for transporter pickup from a nearby ship or planet's surface, using a sensor scan only (no communicator homing device). Example B, with a modifier of —25: Scan to twice normal sensor range.*

Shuttlecraft

A Skill Rating of 10 in *Shuttlecraft Pilot* is sufficient to operate one of these vessels in normal circumstances, but regular shuttle pilots usually have a rating of 40 or more. A Skill Rating of 10 in *Water Vehicle Operation* also is required to operate an aquashuttle.

'Floater' Shuttlecraft are notorious for their poor states of repair. If one is used for a major flight, such as interplanetary transport or where harsh landing conditions prevail, it could break down. Roll percentile dice, with breakdown occurring on a roll of 05 or less. Repairs will take 1D10 hours, after which a successful Skill Roll must be made to determine if more time must be spent. A successful roll concludes the repairs, and an unsuccessful roll may be repeated hourly,

with a 5% modifier subtracted from the Skill Rating for each failed try; 5 unsuccessful attempts indicate that repairs are not possible and a distress signal must be sent.

Transporters

There are three types of transporters. Personnel transporters require no Skill Roll for normal use; they hold 6 people or man-sized objects. Emergency transporters require a Skill Roll as described below; they hold 22 people. Cargo transporters require a Skill Roll as described below; they have 96 segments and are used only for bulky, non-living things.

Although someone is on duty at all times in the transporter room, a call for a quick beam-up will take 20 seconds (2 combat turns) to process unless communication is established, sensors are locked on the target to be beamed up, and the transporter panel is ready. If this is the case, dematerialization will take place at the beginning of the next combat turn.

No Skill Roll is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 10 in *Transporter Operation Procedures.* For other situations, Skill Rolls must be made with the modifiers to the Skill Rating as listed below. Everything transported at one time in a transporter suffers the same fate, and only one Skill Roll is made.

A successful Skill Roll indicates that beaming is accomplished without incident. An unsuccessful Skill Roll indicates that beaming cannot be accomplished and everything stays where it is. A second try can be made, but failure of the second Skill Roll indicates that a transporter accident occurs. Usually, the accident should result in loss of the object or person beamed, or in death through improper assembly at the target point or beaming into solid matter. Unless this risk is acceptable, no further attempt to beam should be made until one or more of the restricting conditions changes.

TRANSPORTER USE SKILL ROLL MODIFIERS

Beaming Type Abbreviations

S>P = Ship-to-Planet   P>S = Planet-to-Ship
S>S = Ship-to-Ship   In-S = Within same ship

Type	Conditions	Modifier
S>P, P>S	Unstable atmospheric conditions	-20
S>P, P>S	Local interference	- 20
S>P, P>S	Transporter at each end	+ 40
P>S, S>S	Lock in with sensors only	-15
S>S	Transporter at only one end	+10
In-S	Any beaming within same ship	-40
Any	Location used in past 24 hours	+20
Any	Ship's power reserve less than half	-25

Personnel In Emergency Or Cargo Transporters: If cargo or emergency transporters are used for personnel, Skill Rolls are required in even normal circumstances. Because cargo transporters are much more coarsely tuned and have less fine control, all modifiers for adverse conditions are doubled before adjusting the Skill Rating. Emergency transporters have controls as fine as the normal personnel transporters, and thus normal modifiers apply to them.

Objects Held In Transit: Skill Rolls must be made for objects held in transit. For each 5 minutes an object is held, the transporter operator must make a Skill Roll. If the roll fails, the lock is lost unless a successful Saving Roll is made against the operator's LUC score. A second, immediate attempt may be made to regain the lock with a modifier of -40. If it, too, fails, the objects or personnel being transported are lost forever.

Turbolifts

Going from one lift station to another, despite the distance between them, takes about 10 seconds (one turn).

JUDGING STARSHIP COMBAT

The second edition rules give all the information needed to create, present, and judge *planetside* adventures. In most games, the player characters will not adventure aboard their starship, but will use it as a vehicle to get to the arena of action, the planet. There, they will use the starship sensors and other facilities to inform and equip themselves, and then they will travel to the planet. This is the way most of the *STAR TREK episodes* worked; combat between starships was very rare in the TV series.

In some adventures, however, starship combat will play an important role in the action. For these adventures, the gamemaster has three choices. He may purchase the **STAR TREK III: Starship Combat Game,** which gives all of the rules data necessary to play out even complex starship engagements using counters or miniature ships on a starfield mapsheet. He may purchase **Enemy Contact: Bridge Alert,** a role-play supplement designed to accompany this game and simulate starship combat. Or, he may wing it. The sections that follow detail each of these alternatives.

USING THE STAR *TREK III.* STARSHIP COMBAT GAME

This product, designed as a companion to these rules, contains the rules for 4 games of starship combat. This product contains rules, counters, dice, data tables, combat charts, and display panels for starship combat. Three of the games are boardgames; the fourth, called *COMMAND & CONTROL,* is an expanded version of the starship combat presented in the first edition rulebook.

In this game, the players are the bridge crew during combat, giving information for playing the Captain, the Helmsman, and the Chief Engineer in particular, with notes on playing the Navigator, the Science Officer, and the Communications Officer. The game has the feeling of bridge action, as players decide how much power they should devote to maneuver, how to move, how many weapons to arm, when to fire, how much shield strength to create, and what happens when they take damage. Its main advantage is that, like boardgames or miniatures games, the action is there for all to see; its slight drawback is that it requires a table on which to lay out the mapsheet and the panels. The game does require the players to be familiar with the rules beforehand, but these are easy and fun to learn.

The players use counters on large Command Control Panels to record how the power from the engines is used for maneuver, for weapons, and for deflector shields. They also use a colorful, 1-inch counter that shows the top view of their starship, and they move it about on a starfield mapsheet to show the position and heading of their vessel.

The gamemaster uses a Master Control Panel to record the power use for each ship that he controls. He, too, uses colorful counters that show top views of his ships, as well as 3-inch-diameter counters for planets and 1-inch counters for moons, asteroids, mines, and space stations.

USING *ENEMY CONTACT: BRIDGE ALERT*

This role-play supplement was designed to accompany these rules, giving a full system for role-playing starship combat. It takes a completely different approach to starship combat than the **Starship Combat Game** described above. Like other role-play situations, this system does not use counters, mapboard, or panels; instead, it helps the gamemaster describe the starship combat, concentrating on the characters' skills and telling a story.

In this system, the player characters behave as they did in the TV show. They maneuver the ship, arm and fire the weapons, raise and lower the shields, use sensors and communications, and react just as they would do on the bridge of the *Enterprise.* They choose the maneuvers that will allow them to close with the enemy or hold him at bay, evade his fire, or even flank him. They decide how to power the ship, and they choose the weapons to arm and fire, the shields to power, and the sensors information they want to get from the enemy. To help them, the players have simulated computer displays giving starship data, and graphic representations of the sensors displays that show the relative positions of each ship.

The game system helps the gamemaster judge the effects of the players' maneuver choices, and it gives a detailed system for determining weapon hits, damage location, and damage effects. The gamemaster then presents these effects to the players as though they were sensors data. Full information is provided on how the various bridge officers use their skills, with the effects of each Skill Roll detailed.

This supplement allows starship combat to be played like the other parts of a role-play session - with words. The action takes place in the players' imaginations. It's main advantages are that it is very quick to learn, and it does not take long to play. Like all role-play combat, the action can be fast and furious, the excitement great.

USING YOUR IMAGINATION

You can play very satisfying starship combat without owning any more rules. All it takes is a little imagination and a simple system like that below. With these tools, starship combat, just like other encounters, can take place in the imaginations of the players. Nothing more is necessary beyond a little common sense.

As with other encounters, the gamemaster must define the objectives for the players and for the opposing ships. Then, he can use his imagination to describe how the NPC ships engage the player characters' ship, how the NPC ships maneuver, and the effects of the weapon fire. The excitement depends on how vividly he describes the shots that "hit the engine nacelle, with a vivid blue splash as they impact the shields" and the shots that "obviously penetrate the shields, because the splash of white-hot metal glows brightly against the glitter of distant stars."

USING SKILLS

In this type of combat, everything depends on the story. The players use Skill Rolls to see if they can determine anything from a sensors lock, to see if the Captain's skill gives him any advantage, to see if the helmsman can evade the disrupter blast. The sections below give the skills that may be used by the various bridge officers.

Captain

He may use his skill in *Starship Combat Strategy/Tactics* to anticipate the enemy's maneuver. If the Skill Roll is successful, the gamemaster should tell him what the enemy is going to do, and he can use his imagination to decide what maneuver to make to take advantage of this. The gamemaster should be careful that the Captain does not do all the jobs for all the player characters.

Chief Engineer

He may use his skill in *Warp Drive Technology* to squeeze a little more power out of the engines. ("Mr. Scott! Can you get us more power to the shields?" "I dinna know, Cap'n, but I'll gie herrr a trrry.") He can use this skill to make emergency repairs to the warp engines as well (to regain lost power), or to make emergency changes in warp speed. He can use *Astronautics* to restore power to the ship's power grid after an engine room hit; when the ship has taken a hit in the engine room, it loses all power, and it will not be able to move, arm and fire weapons, or raise shields until power is restored. He may use *Astronautics* to make emergency repairs to the superstructure; when a ship takes enough superstructure damage, it can no longer maneuver or fire weapons, and may possibly explode!

Science Officer

He can use his skill in *Starship Sensors* to get a sensors lock on the enemy ship, to gain information on the ship's damage, which shields are up, which weapons are powered, and so on. He can use it to scan for cloaked Romulan vessels in the area, or even for mines in a minefield. He can use it to determine the effects of any successful shots made by the Helmsman. He also can use it to track a fleeing ship that warps out. He can use the average of *Starship Sensors* and *Computer Technology* to repair the sensors console after a bridge hit; no weapons may be targeted without such repair, and the position of the enemy will be unknown until such repair is made.

Helmsman

He can use his skill in *Starship Helm Operation* to make unusually difficult maneuvers, to evade incoming fire, to make emergency heading changes. He can use *Starship Weaponry Operation* to determine if a shot was a hit. He can use the average between *Starship Helm Operation* and *Computer Technology* to repair the helm console damaged in a bridge hit; no maneuver is possible without such repair. He may use *Starship Weaponry Technology* to repair the weapons console; no weapons may be fired without such repair.

Navigator

He can use *Astrogation* to predict the course of an approaching sensors target. He can use *Deflector Shield Operation* to feed power to the correct shield, absorbing an enemy hit, or to use the tractor/pressor beams successfully in combat. (They are *not* weapons.) He can use *Deflector Shield Technology* to repair the shield console after a damaging bridge hit; no shields can be raised without such repair.

Communications Officer

He can use *Communication Systems Operation* to penetrate jammed communications. He can use *Damage Control Procedures* to reduce damage effects from incoming fire, or to repair minor damage to the superstructure. He can use *Communication Systems Technology* to repair the communications console after a bridge hit; no damage control or communication is possible without such repair.

Medical Officer

He can use *General Medicine* to restore casualties to active duty; if a ship takes enough casualties, its efficiencey decreases. He can use *Life Support Technology* to repair a damaged life support system.

SIMPLE GAMEMASTERING SYSTEMS

To-Hit

Use the Helmsman's Skill Roll against his rating in *Starship Weaponry Operation.* Modify this for range, adding for short range and subtracting for long range. Modify it for fancy maneuvering, subtracting if either vessel evaded.

Damage Location

Use this system or one like it if you want. Otherwise, make it up as you go along. The main thing is to have fun. Roll 1D10 and consult the table.

QUICK DAMAGE LOCATION

Die Roll	Damage Location
1 - 5	Superstructure
6 - 7	Engine (choose which)
8	Weapon (choose which)
9	Shield generator or Sensors
10	Special (bridge hit, engine room hit)

Shielding

Use this system or one like it if you want; otherwise, make it up just like you did when you were a little kid. Roll 1D10 and consult the table. For incoming fire, only roll if the Navigator fails his Skill Roll against *Deflector Shield Operation.*

QUICK SHIELD EFFECTS

Die Roll	Effect
1 - 5	Shield absorbs damage
6 - 7	Graze; shields penetrated; slight damage
8 - 9	Direct hit; shields penetrated; moderate damage
10	Heavy damage. "She's gonna blow!"

USING ATTRIBUTES

Whenever the bridge takes a hit, each character should make a Saving Roll against his DEX score. If the roll is successful, the character was merely shaken, having gripped the console tightly enough to remain virtually in place. If the roll is not successful, the character may not function at his duties in the next turn, for he has been thrown about and needs to recover. He should then make a Saving Roll against his MAX OP END score to determine if he takes any temporary damage. If this roll fails, then the character takes 5 points of temporary damage from the fall; if the roll is 96 to 00, he takes 5 points of wound damage from the bashing his head took as it hit the console edge (or something - be creative!).

WORLD LOG

System Name _____

    Number of Class M Present (D100 Roll) _____

01–90 = 1 Class M World
91–97 = 2 Class M Worlds
98–00 = 3 Class M Worlds

World Name _____

    Position in System (D10 Roll) _____

    Number of Satellites (D10 Roll) _____

    Planetary Gravity ($\frac{1D10+5}{10}$) _____ G

1–2 = 0 Satellites	9 = 3 Satellites
4–6 = 1 Satellite	10 = 4 Satellites
7–8 = 2 Satellites	

    Planetary Size:

        Diameter _____ km

        Equatorial Circumference _____ km

        Total Surface Area _____ km²

        Percent Land Mass (D100 Roll) _____ %

        Total Land Area _____ km²

Diameter = 13,000 km x gravity
Circumference = 40,000 km x gravity
Total Surface Area = 510,000,000 x gravity
Total Land Area = Total Surface Area % Land Mass

    Planetary Conditions:

        Length of Day (14+2D10) _____ hours

        Atmospheric Density (D10 Roll) _____

1–2	= Thin Atmosphere
3–8	= Terrestrial Atmosphere
9–10	= Thick Atmosphere

        General Climate (D100 Roll) _____

01–15	= Desert Climate
16–35	= Tropical Climate
36–60	= Warm Temperate Climate
61–85	= Cool Temperate Climate
86–00	= Arctic Climate

Mineral Content (D100÷2 Roll):

    Normal Metals _____ Radioactives (−20) _____ Gemstones (−30) _____

    Industrial Crystals (−40) _____ Special Minerals (−35) _____

Dominant Life Form: _____

LIFE AND CIVILIZATION LOG

System Name: _____   Dominant Race: _____

    Code: _____ − _____   Life Form: _____
        (1) (2) (3) (4) (5) (6) (7) (8)

STR _____   END _____   INT _____

DEX _____   CHA _____   LUC _____

PSI _____

Technological Index

    Space Science Index (D10−4) _____ (1)

    Physical Science Index (D10−2) _____ (2)

    Engineering Index (D10−modifier) _____ (3)

    Planetary Science Index (D10+modifier) _____ (4)

    Life/Medical Science Index (D10+modifier) _____ (5)

    Psionics Index (D10+modifier) _____ (6)

Sociopolitical Index

    Social Science Index (D10−3+modifier) _____ (7)

    Cultural Attitude Index (D10) _____ (8)

Modifiers for Engineering Index and Planetary Science Index					
Physical Science Index	0-1	2-3	4-5	6-7	8-9 A or more
Modifer	−2	−1	0	+1	+2 +3

Modifer for Life/Medical Science Index					
Engineering Index	0-1	2-3	4-5	6-7	8-9 A or more
Modifer	−2	−1	0	+1	+2 +3

Modifer for Psionics Index					
Life/Med. Science Index	0-1	2-3	4-5	6-7	8-9 A or more
Modifer	−2	−1	0	+1	+2 +3

Modifer for Social Science Index				
Space Science Index	0-4	5-6	7-8	9 or more
Modifer	0	+1	+2	+3

Name: _____

Rank: _____
Current Assignment: _____

Position: _____
Race: ____
Sex: ____
Age: ____

STR — ____   CHA — ____
END — ____   LUC — ____
INT — ____   PSI — ____
DEX — ____
To-Hit, Modern: ____
        H-T-H: ____
Bare-Hand Damage: ____
        AP — ____

Important Skills
Skill   *Rating*
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____
_____   ____

Distinguishing Physical Characteristics: _____

Brief Personal History: _____
_____
_____
_____
_____
_____
_____
_____

Personality
Motivations/Desires/Goals:
_____
_____
_____
_____
_____
_____
_____
_____

Special Knowledge/Powers: _____

ALIEN CREATURE RECORD

fasa

Name: _____

Life Form: _____   Size: _____   Feeding Habits: _____

Attributes:

STR _____   END _____   DEX _____   MENT _____

(For Intellegent Races Only)   INT _____   CHA _____   LUC _____   PSI _____

Tactical Movement and Combat Statistics:

AP _____   Combat Skill Rating _____   Damage _____   Armor _____

General Description: _____
_____
_____
_____
_____

ALIEN CREATURE RECORD

fasa

Name: _____

Life Form: _____   Size: _____   Feeding Habits: _____

Attributes:

STR _____   END _____   DEX _____   MENT _____

(For Intellegent Races Only)   INT _____   CHA _____   LUC _____   PSI _____

Tactical Movement and Combat Statistics:

AP _____   Combat Skill Rating _____   Damage _____   Armor _____

General Description: _____
_____
_____
_____
_____

STAR TREK
Character Generation Short Form
Follow circled numbers. Do all steps in each box.

fasa

ATTRIBUTES (1)

INITIAL ROLL
Dice Roll: As Below
Modifiers: As Below

INITIAL DICE ROLLS

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

RACIAL MODIFIERS TO ATTRIBUTES

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

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

PRE-ACADEMY SKILLS (2)

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

PRE-ACADEMY SKILLS TABLE
For Educational Background:
Computer Operation
• Language
• Life Sciences
General Medicine (First Aid only)
• Physical Sciences
• Planetary Sciences
• Social Sciences
• Space Sciences
• Trivia

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

CADET CRUISE RESULTS (5)

ASSIGNMENT
Dice Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

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

Modifiers For Cadet Cruise Assignment
For Attribute Scores

INT 70 +	− 10
INT 60–69	− 5
LUC 70 −	− 10
LUC 60–69	− 5
LUC 40 or less	+ 5
Per Previous Cadet Cruise	+ 10

RESULTS
Dice Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS TABLE

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

Modifiers To Cadet Cruise Results
For Assignment

Exploration Command, Const. class	− 20
Exploration Command	− 10
Military Operations Command	− 10
Colonial Operations Command	No Modifier
Merchant Marine Command	+ 10

For Attribute Scores

LUC 70 +	− 10
LUC 60–69	− 5
LUC 40 or less	+ 5
For Any Previous Cruise	+ 10

DEPARTMENT HEAD SCHOOL SKI... (6)

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

DEPARTMENT HEAD SCHOOL SKILLS TABLE

Administration	40
Computer Operation	15
Leadership	20

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

RANK
Automatic 1-Rank Promotion

COMMAND SCHOOL SKILLS (7)

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

COMMAND SCHOOL SKILLS TABLE

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

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

RANK
Automatic 1-Rank Promotion

ACADEMY SKILLS (3)

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

ACADEMY CURRICULUM SKILLS TABLE
For Core Curriculum:

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

For Space Science Curriculum:

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

For Officer Training Curriculum:

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

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

ACADEMY ELECTIVE SKILLS TABLE
• Artistic Expression
Carousing
• Gaming
• Marksmanship, Archaic Weapon
Negotiation/Diplomacy
• Personal Combat, Armed
Shuttlecraft Pilot
• Sports
Streetwise
• Trivia

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

POST ACADEMY EXPERIENCE AND SKILLS

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

TABLE OF MODIFIERS FOR TOURS SERVED
For Attributes

INT 60 +	− 1 tour
LUC 60 +	− 1 tour
LUC 40 or less	+ 1 tour

For Destined Rank

Ensign	− 1 tour
Lieutenant, jg, or Lieutenant	No Modifier
Lieutenant Commander or Commander	+ 1 tour
Captain	+ 2 tours
Commodore or above	+ 3 tours

For Destined Position

Captain or First Officer	+ 2 tours
Department Head	+ 1 tour
Const. class officer	+ 1 tour

FIRST TOUR ASSIGNMENT (8)
Dice Roll: D100
Modifiers: As Below

FIRST TOUR ASSIGNMENT TABLE

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

Modifiers For Tour Assignments
For Attributes

INT 70 +	− 10
INT 660–69	− 5
LUC 70 +	− 10
LUC 60–69	− 5

For Cadet Cruise Results

High Honors	− 20
Honors	− 10

OFFICER EFFICIENCY REPORTS
Dice Roll: D100
Modifiers: As Below

OFFICER EFFICIENCY REPORT RESULTS TABLE

Die Roll	Report
10 or less	Outstanding
1 – 25	Excellent
26 – 75	As Expected
76 – 90	Fair
91 or more	Poor

Modifiers To OER Results

INT 60 +	− 10
LUC 70 +	− 10
LUC 60 – 69	− 5

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

TOUR ASSIGNMENTS TABLE

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

Modifiers For Tour Assignment Rolls
For Luck

LUC 70 +	− 10
LUC 60 – 69	− 5
LUC 40 or less	+ 5

For Officer Efficiency Reports

Outstanding	− 20
Excellent	− 10
As Expected	0
Fair	+ 10
Poor	+ 20

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

SKILL ADVANCEMENT TABLE FOR POST-ACADEMY EXPERIENCE
For Service:

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

For Attributes:

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

For Cadet Cruise Results:

Per Cadet Cruise after first	1 extra roll in Carousing or Streetwise

BRANCH SCHOOL SKILLS (4)

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

COMMUNICATIONS/DAMAGE CONTROL BRANCH SCHOOL CURRICULUM TABLE

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

ENGINEERING BRANCH SCHOOL CURRICULUM TABLE

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

HELM BRANCH SCHOOL CURRICULUM TABLE

Shuttlecraft Pilot	10
• Space Sciences	
Astrogation	10
One other	10
Starship Combat Strategy Tactics	10
Starship Helm Operation	40
Starship Sensors	10
Starship Weaponry Operation	40
Starship Weaponry Technology	10
Warp Drive Technology	10

MEDICAL BRANCH SCHOOL CURRICULUM TABLE

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

NAVIGATION BRANCH SCHOOL CURRICULUM TABLE

Computer Operation	20
Deflector Shield Operation	40
Deflector Shield Technology	10
• Space Sciences	
Astrogation	40
Others	two at 10
Starship Sensors	10

SCIENCE BRANCH SCHOOL CURRICULUM TABLE

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

SECURITY BRANCH SCHOOL CURRICULUM TABLE

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

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

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

CHARACTER AGE (9)

Add years spent to age when entering Academy.

AGE FOR THE TRAINING PROCESS

Age when entering Academy	18

Modifiers For Training

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

ACTION POINTS TABLE

Position Change

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

Movement

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

Equipment And Weapon Use

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

Combat And Emergency Evasion

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

TABLE OF TO-HIT MODIFIERS

Target Modifiers

Range

Point Blank	+15
Short	0
Medium	-15
Long	-30
Extreme	-45

Size

Small	-15
Man-Sized	0
Large	+15
Specific Location	-15

Position

Erect	0
Crouched	-5
Prone	-10

Concealment

Less Than Va	0
1/3 to 2/3	-10
More Than 2/3	-30 to -50

Movement

Stationary	+15
Moving	0
Running	-5
Evading	-15

Attacker Modifiers

Aiming

Aimed Shot	+2 OR
Snapshot	0
Quick-Draw/Shoot	-25
Wrong Hand	-20
Simultaneous Attacks	-10 each

Movement

Stationary	0
Moving	-5
Running	-15
Evading	-30

DAMAGE GIVEN IN UNARMED PERSONAL COMBAT

SIR	Damage
01—25	1D10-3
26—50	1D10
51—75	1D10 + 3
76—100	2D10
101 — 125	2D10 + 3
126—150	3D10
151 — 175	3D10 + 3

... And so on for higher STR scores.

+ 1 for each 10 full points of skill rating in Unarmed Personal Combat.

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

*Non-permanent damage   Phaser I, II and rifle stun effects last 2D10 + 10 minutes.
Heavy stun effects last 3D10 + 20 minutes.

ALIEN ATTRIBUTE GENERATION TABLE

SIZE (ROLL D100)

FORM (ROLL D100)

FORM	Roll	TINY 01–03	VERY SMALL 04–15	SMALL 16–36	MEIDUM 37–64	LARGE 65–85	VERY LARGE 86–97	HUGE 98–00
AMORPHOUS 01–05	STR Roll	D10	D10+8	3D10+5	3D10+20	3D10+45	3D10+70	D100+80
	END Roll	2D10	4D10+10	4D10+40	4D10+80	4D10+125	4D10+170	D100+225
	DEX Roll	D100	D100	D100	D100	D100	D100	D100
	Armor Roll	—	D10–5	D10	D100+4	D100+4	D100+2	D100+2
	Damage Roll	D10–3	D10–3	D10	D10	D10+3	2D10	3D10
INSECT 06–20	STR Roll	2D10	4D10+10	4D10+40	4D10+80	4D10+125	4D10+170	D100+225
	END Roll	2D10	4D10+10	4D10+40	4D10+80	4D10+125	4D10+170	D100+225
	DEX Roll	4D10+65	4D10+60	4D10+55	4D10+50	3D10+35	3D10+30	3D10+15
	Armor Roll	—	D10+5	D10	D10+5	D10+15	D10+25	D10+35
	Damage Roll	D10+3	D10	D10+3	2D10	3D10	4D10	5D10
FISH 21–35	STR Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	END Roll	2D10	3D10+15	3D10+40	3D10+70	3D10+115	4D10+160	D100+175
	DEX Roll	4D10+40	3D10+40	3D10+35	3D10+30	3D10+25	3D10+20	3D10+15
	Armor Roll	—	D10+5	D10	D10+5	D10+10	D10+15	D10+20
	Damage Roll	D10–3	D10+3	D10	D10+3	2D10	2D10+3	3D10
AMPHIBIAN 36–50	STR Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEX Roll	D100+60	D100+40	D100+30	4D10+30	4D10+20	4D10+15	4D10+5
	Armor Roll	D10+8	D10+7	D10+6	D10+5	D10+4	D10+3	D10+2
	Damage Roll	D10+3	D10+3	D10	D10+3	2D10	D10+15	3D10
REPTILE 51–65	STR Roll	D10+2	3D10	3D10+15	3D10+40	4D10+70	4D10+100	D100+140
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEX Roll	3D10+35	3D10+30	3D10+30	3D10+30	3D10+20	3D10+5	3D10+5
	Armor Roll	—	—	D10+5	D10	D10+5	D10+10	D10+15
	Damage Roll	D10+3	D10+3	D10	D10+3	2D10	2D10+3	4D10
BIRD 66–75	STR Roll	D10	D10+8	3D10+5	3D10+20	3D10+45	3D10+70	D100+80
	END Roll	D10+2	2D10	2D10+5	2D10+15	2D10+35	3D10+50	D100+60
	DEX Roll	3D10+40	3D10+35	3D10+35	3D10+35	3D10+30	3D10+25	3D10+20
	Armor Roll	—	—	—	—	—	D10+9	D10
	Damage Roll	D10–3	D10+3	D10	D10	D10+3	2D10	3D10
MAMMAL 76–95	STR Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	END Roll	D10	2D10+5	3D10+10	3D10+30	3D10+60	3D10+90	D100+100
	DEX Roll	3D10+10	3D10+20	3D10+25	3D10+30	3D10+20	D10+5	3D10+5
	Armor Roll	—	—	—	D10+5	D10	D10+5	D10+10
	Damage Roll	D10+3	D10+3	D10	D10+3	2D10	2D10+3	3D10

MENTATION LEVELS FOR ALIEN ANIMALS

Die Roll	Mentation Level (MENT)	Examples From Earth
1	Reactant	Mosquito, earthworm, clam, jellyfish
2-3	Low Animal Intelligence	Rabbit, chicken, snake, goldfish, ant
4-6	Medium Animal Intelligence	Rat, hawk, crocodile, bass
7-9	High Animal Intelligence	Wolf, whale
10	Very High Animal Intelligence	Chimpanzee, gorilla, perhaps dolphin

MODIFIERS FOR FEEDING HABITS

Die Roll	Feeding Habits	DEX Modifier	MENT Modifier
1-4	Carnivore	+20	+1
5-6	Omnivore	+10	+2
7-10	Herbivore	0	–1

TACTICAL MOVEMENT AND COMBAT STATISTICS

Feeding Habits	AP Score	Combat Skill Rating	Damage Modifier
Carnivore	DEX-MO + D10-2	40+D100+2	Skill Rating -MO + 1
Omnivore	DEX4-1Q + D10-2	20+0100-2	Skill Rating -MO
Herbivore	DEX -MO + 010-^- 2 + 2	0100^2	Skill Rating -MO -1

DESIGNERS' NOTES

When you are working with a fictional universe as rich as that of STAR TREK, some decisions have to be made. The entire STAR TREK universe won't fit in one box and it was up to the first edition design team to capture its essence, if not its every detail.

The limitations we set were necessary and appropriate. Player characters were limited to the six primary UFP races; playing Klingons, Romulans, non-Star Fleet characters, and people from the STAR TREK movies was left to expansions and supplements. The tactical movement and combat system was deliberately kept simple, but the actions were thoroughly researched by co-designer Dave Tepool, who reports that dive rolls leave interesting bruises. The medical aid and alien life-form rules benefitted from the biological expertise of Greg Poehlein, while STAR TREK authenticity was largely the responsibility of Guy McLimore. Even so, it was a team effort, with all co-designers contributing to and re-writing each other's work.

Overall, our aim was to create a game that reflected STAR TREK's philosophy as well as its hardware. Lessons about tolerance, friendship, and peace are very much a part of what makes STAR TREK popular. Any game that leaves them out would not be STAR TREK. The kind letters we have received about the first edition lead us to believe that we succeeded in this regard, and the second edition continues to reflect this philosophy.

Fantasimulations Associates, Inc.
Guy W. McLimore, Jr.
Greg K. Poehlein
David F. Tepool

Any ambitious project has its design holes, and this one is/was no exception. It was my aim to plug most of the holes and revise most of the glitches that came to light in my rewrite of the first edition. I have added to the fine work done by Guy, Greg, and Dave, hoping to make this edition easy to read, easy to understand, and easy to use by the younger gamer, who enjoys games like this with an intensity not often matched by we older folk.

Wm. John Wheeler

Although my hand is felt in almost every system of ST:RPG to some extent, my major contribution is conceptual. What causes STAR TREK to stand apart from not only other games but also other science fiction universes is its depth of detail. To me that's what makes role-playing live - a detailed, believable universe in which to adventure. It has been my job to oversee the correlation of facts from the TV series, the movies, and fan wisdom. I have attempted to insure that any new facts created about the STAR TREK universe were done so with great care: I felt a sense of responsibility about making them meld with what already exists.

Jordan K. Weisman

Working on a project like ST:RPG can be a jolt to your ego. When a game is created that deals with a familiar subject, you have to take the good with the bad. In some cases, ideals must be sacrificed for the greater good of the game.

I felt that the character generation system from the first edition needed changes. Some characters, like the Medical Officers, did not get the full benefit of their years of training. This was changed to be more fair, and the new training system reflects the way people choose their subjects in most learning institutions.

Michael P. Bledsoe

Developing a game such as ST:RPG is no easy task. After 18 years of media exposure, STAR TREK >s a well-known future history and the game therefore must capture its flavor. My input to this product was based on years of military service as a pilot and on my experiences with the military structure. I hope that I have helped capture the 'feel' of being a Star Fleet officer in ways that make ST:RPG playable and, most of all, fun.

Forest Brown

Although my part in the development of this edition was not as great as I would have liked, I was able to add new (or at least different) ideas to discussions that seemed stalemated. My comments over the top of our office partitions have become a source of amusement, if not always a source, of helpful criticism. My longest, successful rules fight involved the changes in the injury, damage, and unconsciousness rules; in the END, most of what I wanted is part of this edition.

L Ross Babcock, III

DEDICATIONS

For our part in this product, we would like to restate the dedications from the first edition. Our work is dedicated to Guy's mother, Lula, who passed away during the first-edition production; to Dave's son Jason, whose future is our fiction; and to Greg's mother, Carolyn, for support and understanding. Final thanks to Jordan Weisman and Ross Babcock, two men who started with a small company and a big dream, for giving us the chance to be a part of STAR TREK.

G.W.M., Jr.
G.K.P.
D.F.T.

My work in this product is dedicated in thanks to Ellen, for being there when I needed her, and to my Mother, Nora, who defended me, even when she thought I had made the wrong decision. Thanks go to Gene Roddenberry, D. C. Fontana, the late Gene L. Coon, Harve Bonnet, and all the others who brought a universe to life. Thanks also to FASA, for allowing me to help perpetuate something I love.

M.P.B.

The unsung heroes of this and other FASA products are the production staff members, Karen Vander May and Dana Knutsen. It is due to their efforts that these products look so sharp, and it is to them that I would like to give a nod of thanks.

fasa