A TREATISE ON STAR FLEET REGULATIONS RESTRICTING THE USE OF ALCOHOLIC BEVERAGES [AND HOW TO CIRCUMVENT THEM]

by Joe Clifford Faust

Winston Churchill was once asked what held the British Navy together during the 19th century. His reply named three seperate elements, one of which was rum. During the era of sail, the daily regimen of alcohol was an important part of the crew's morale. A captain could cut food, water, and sleep, but heaven help the man who interfered with the crew's ration of rum.

By the time of the Federation, alcohol on board starfleet vessels has been all but outlawed, with the exception of that allowed for medicinal purposes (and that used off-duty by higher-ranking personnel). This does not mean, however, that alcohol has no effect on shipboard morale. The presence of alcohol on Federation starships is probably one of the most overlooked infractions of regulations there is. This is not to say that Starfleet Command tolerates it. When drunkenness has played a part in a major disaster, the head of the tolerating ship's commander has rolled right along with that of the offending crewman.

The tolerance of alcohol among the command level is due to the controversial theory of Allowable Insubordination. This theory holds that if a minor infraction is allowed among crew personnel, it acts as a safety valve and inspires better performance in times of crisis. There is even a case on record where the deplorable act of mutiny was curbed when certain crew members pointed out that an offending commander once overlooked a large cache of Lithian Ale during a surprise inspection*(USSGrange]*NCC-1266,UFPCase#661-409/J).

This brings up the question of how the goods are obtained to begin with. In most cases, they are smuggled aboard by crew members coming from shoreleave or Starbase duty. This is risky, not because of checks for contraband (many security officers will look the other way when offered a couple of belts), but because it is believed that the act of transporting is said to "take something out" of whatever liquor is materialized. This is hearsay for the most part, but has its roots in the fact that a rare liqueur called Xeophod coagulates into a consistency similar to library paste during transporting.

For the most part, the ship's alcohol is provided, by the most resourceful crewmen through the time-honored tradition of the still. These men (and women) are usually engineers, as they are the ones with access to the equipment that makes the miracle happen. For some reason, engineers are also the most adept at throwing smokescreens around what is actually going on. While running a still presents certain logistical problems, technological advances of the day have produced high-tech solutions that have made the Starship Still as common (and important) a piece of equipment as the food synthesizers.

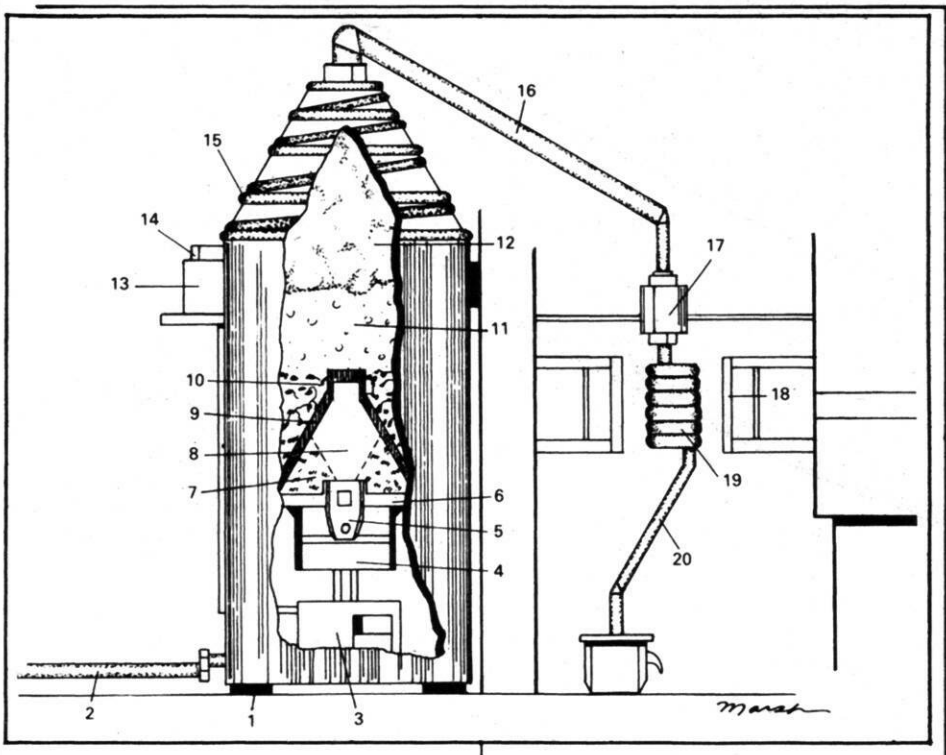
The diagram shows a common still and how it uses Federation-age technology to combat the problems of concealment, smoke, and aging. For concealment, the still is usually hidden in an unused section of the engine housing. (There is another reason for this that we will see later.) Since available space is at an absolute minimum, the frame of the still is usually held to the sides of the housing by magnetic grips (1). Because the use of burning wood chips is impractical and dangerous, another means of heat generation was devised: an extra power line is run from the main power bus. A power loss of .0000347% is realized but is virtually undetectable because most monitors fail to show anything below .0001%. This power line (2) feeds a power converter (3), which, in turn, feeds a Freon pumping unit (13) and a Phaser I charger (4). The charger is bolted into the housing and powers a Phaser I (5) which constantly fires at a low-heat setting. The shielding (6) protects the phaser and charger, and insulation (7) insures even spread of heat. There is usually an access plate so the phaser can be replaced occasionally (as it runs continually).

Another shield of evenly-heating metal (9) is molded into a funnel shape to maximize the heat generated by the phaser (8), and produces a percolating effect between the mash (10) and the liquid (11). A note here on the mash: this may be any of the commonly used high-starch food products, such as rice, corn, potatoes, etc. While synthetics commonly produced on starships are usually used, most crew members will jump at the chance to buy quantities of the real thing when opportunity arises. Natural ingredients are said to produce a smoothness not found when synthetics are used.

As the mixture percolates, the steam rises into the condensation chamber (12). The funnel shape recycles most of the liquid back down, a process required for aging. To speed this along, a pumping unit (13) circulates freon gas supplied by replacible cartridge (14) through tubing (15) which cools the upper walls of the chamber. What steam escapes moves into a gravity feed tube (16) where it condenses into liquid and flows down another set of condensation tubes (19). These tubes are traditional copper - and rest between poles of one of the Magnetic Differential Controllers (18) of the engine. Flow of liquid is governed by a regulator valve (17). This is the point where the majority of the aging takes place. Studies have shown that because of the intensity of the magnetic flow between the poles of Warp Engine MDC's, time actually becomes altered and distorted in the space between, causing an aging effect. Use of copper here is a must for three reasons; it enhances the taste of the finished product, the conductive qualities of the metal insure that the magnetic flux does a proper aging of the product, and the conductive qualities of the metal insure that the magnetic flux does a proper aging of the product, and the conductivity of the metal insures that the differential in use is not out of sync with the others by allowing the current freedom of movement between the poles.

Once the liquid has cleared the differential, it passes through another feeder tube (20) and into a suitable container, where it is now ready for human (or otherwise) consumption. A still of this type is capable of producing a fifth of 125-to-210-year-old beverage every thirty hours.

All still operating crewmembers should bear in mind that while their commanding officers may overlook minor infractions involving alcohol (and may even be one of their patrons), it does not mean that they have carte blanche for outright alcohol abuse. If any member of the still crew notices or suspects problems of alcohol abuse in another crewmember, it is his duty to report it. There are severe penalties for habitual drunkeness and alcohol-related dereliction of



# Drinks	Class 1 *Beer/Wine*	Class II *50-100 Proof*	Class III *100+ Proof*
1	Free	Free	Check!
2	Free	Check 1	Check 1 -15
3	Check 1	Check 1 -10	Check 1 -20
4	Check 1	Check 1 -15	Check 1 -25 Check 2
5	Check 1 -10	Check 1 -20	Check 1 -35 Check 2 -10
6	Check 1 -15 Check 2	Check 1 -25 Check 2	Check 1 -45 Check 2 -20
7	Check 1 -20 Check 2	Check 1 -30 Check 2 -10	Check 1 -50 Check 2 -30
8	Check 1 -25 Check 2 -10	Check 1 -45 Check 2 -20	Check 1 -50 Check 2 -40

duty that the Federation enforces more frequently than one realizes. In the Klingon Empire, some first offenses require courtmartial, torture, or vaporization. The officer in charge of distributing still products should always be prudent and observant in carrying out his duties. It is his responsibility.

No paper on alcohol would be complete without providing background for the Gamemaster to concoct and conduct a drunken brawl (if he so desires). Not only that, but players should have some idea as to what's going to happen to their characters once they begin to partake of the fruits of their labors.

The easiest way to start a brawl is for participating members to lose control of their drinking. Note that, after a couple of drinks a character is drunk, no matter how cool he may appear. These checks are to determine how they are handling things. For NPC's, the GM should roll 1D6 to determined the amount consumed, while PC's must tell the GM each time they order a new drink (see "Knowing When To Quit", below).

The types of beverage being consumed is the most important factor here. They are divided into three categories, roughly by proof (proof halved gives you the percentage of alcohol in the beverage). The number of drinks is cross-indexed with the type to produce a check which may or may not bring penalties. For ease of play flow, this chart should be used with all races. If the character is mixing types of drinks, move him up one class. If the person is already Class III and is mixing alcohols, add one - drink to his checks.

KEY

FREE: This is a "free" drink, no checks must be made.

CHECK 1: Character must make a saving throw against END in order to maintain control This is what is known as "holding one's liquor". If there is a negative modifier with the check, it must be applied to the END before the check is made. Once the character is out of control, the check need not be made again.

CHECK 2: Character must make a saving throw against STR in order to keep from passing out. Again, any negative modifiers must br applied to STR before checking. A character does not undergo this unless he has failed Check 1. Once the character has passed out, this check need not be made again because he is unconscious. He now must undergo the painful process of sobering up.

All checks are made in secret by the GM.

KNOWING WHEN TO QUIT: If (in all wisdom) a player wishes to check and see if he is out of control, he asks the GM to make a check for him. This is a Check 1 with appropriate modifiers against the character's INT. If the character passes and is out of control, he is told such. He still must undergo checks but will begin to sober up within the hour (if he stops drinking, that is). NOTE: Vulcans always know when to quit.

PENALTIES: Out of control characters must make a saving throw against DEX (with any modifiers) under their current Check 1 level when attempting to do anything that requires the least bit of coordination (including walking). They are also subject to the whims of the GM who may dictate what bizarre behavior they might indulge in (or let the character decide, if he's enjoying his situation). If a whim is protested, the player may attempt a saving roll against Check 1 INT to keep from doing so.

OTHER *MODIFIERS:* Naturally, someone experienced in the art of elbow bending will maintain control better than a novice. Add to said character's Check 1 the following:

+1 for every 5 skill points in *Carousing*

+ 1 for every 15 skill points in *Gambling*

+ 1 for every 25 skill points in *Streetwise*

If the character has *Alcohol Appreciation* as a hobby or special skill or

is a member of the still crew, add +1 for every 10 skill points.

RECOVERY: Recovering from a binge is a long and painful process. Sobering up is based on the total number of points by which the check is failed. For example, Crewman Withers has an END of 75 and is making a Check 1 at -10. The GM rolls 97 - he's out of control. In order to become sober, he must recover 32 points and not just the normal 22 to his normal END. Recovery rates are as follows:

From passing out: -5 points per hour (STR)

From losing control: -2 points per hour (END)

Note that under this system one can regain consciousness and still be drunk. The victim must wait until recovery takes their points below their normal END number before they will feel like attempting anything simple (like getting out of bed). Checks against DEX must be taken until the alcohol has cleared, but thay are considered to be more or less in control of themselves. Hangover consists of appropriate checks made by the GM if the character attempts something mentally or physically strenuous for 24 hours after sobering.

SPECIAL NOTE: The purpose of this article is to add an extra dimension to your STAR TREK *campaigns and perhaps bring a little humor into them. It is in no way an endorsement of alcoholic beverages, or their abuse. This is something to have fun with, yet the facts on which it is based are not to be taken lightly. Drunk driving is a serious problem. More Americans are killed in 2 years of alcohol-related accidents than the number of those who died in the Vietnam War. If you must drink while gaming, stay where you are or arrange for a ride home. We would like to keep each and every one of you around.*

About The Author —

Joe Clifford Faust is the author of two Science Fiction Novels and numerous short stories. His play OLD LOVES DIE HARD will be published in 1985 by Players Press of Studio City, Cal.

He does not drink.