# Where No Man Has Gone Before 2.0: Controlled Implosion

*"We've got to risk implosion. It's our only chance!"*

*"It's never been done."*

*"Don't tell me that again, Science Officer! It's a theory! It's possible! We may go up into the biggest ball of fire since the last sun in these parts exploded, but we gotta take that one in 10,000 chance!"*

> *– "The Naked Time"*

It's been three years since the second version of *Where No Man Has Gone Before* has been released.  Since that time, I've continued writing—my hard drive is strewn with oddments and ideas, some of them fun and/or interesting, many that can only be put under the label "Kill With Fire."

This document collects many of those odds and ends: several tidbits from the Animated Series, some optional rules, more ships, more Talents, bits and pieces from the previous versions of the game that didn't make it into the new version.  And more random tables, of course.

In other words, this is something of a grab bag supplement, the RPG equivalent of a casserole.  Think of it as an extension of the Appendix from the core rules:  you can use or ignore anything from the following pages as you please.  In fact, I encourage cherry-picking.  So, pull up a chair, put some relaxing music on and dig in.

And, of course, thank you to everyone who has read and played *Where No Man Has Gone Before*.  It's good to know that somewhere out there red shirts' lives are being numbered, planets full of Space Nazi's and Klingons are being thwarted, alien princesses are being romanced, shirts are being ripped and new frontiers explored.

# Contents

*Disclaimer:  If you're the sort of person who worries about such things, this expansion is somewhat less "canon" than what's in the core document.  Proceed with caution.*

# New Life

## Player Species

**Caitians** are a feline humanoid species, slightly smaller than the human average. Their fur coloration ranges from tawny to brown, with vertically slit yellow eyes. They do not typically wear footwear and have tails.

- **Lithe:** +2 to Dexterity. Caitians have fast reflexes and are highly agile.

- **Sharp Senses:** Caitians have exceptionally sharp senses, gaining a +2 to rolls when detecting faint noises and seeing in low-light conditions.

**Edosians** are a species of three-armed and three-legged aliens, hailing from the planet Edos. They are a peaceful species, known for their longevity. They are polytheists, having many gods.

- **Calm:** Your typical Edosian is rather unflappable. Once per day, they can take 10 on any non-combat skill-roll, no matter how stressful the situation. This is in addition to "Cool Under Pressure", if they choose to take that Talent.

- **Trilateral Symmetry:** Edosians have an extra arm or leg when they need it. They gain a +2 bonus on any rolls to avoid falling, slipping or holding on to things.

**Tiburonians** are very similar in appearance to humans, but slightly taller on average. They have scalloped, elaborately shaped ears. Males are often bald.

Tiburonians are known for two things: hedonistic tendencies and great expertise with technology, particularly in the areas of robotics. Owing to their species' history of surviving alien conquests, they have a great dislike of intolerant or authoritarian regimes.

Tiburonians tend to make good explorers, science officers and negotiators. They have a sly sense of humor and prefer to solve problems with the most labor-efficient solution possible. They don't consider themselves to be great fighters, only resorting to violence as a last resort.

- **Charming:** +2 to Charisma. Tiburonians are naturally easy-going and relate well with others.

- **Subversive:** Tiburonians have difficulty coping with authority. Once an Episode, a Tiburonian can gain a bonus Action Point when attempting to defy or subvert an authority figure. However, this tendency means they take a -2 penalty when dealing with authority figures in social situations—Tiburonians don't always fit well into a chain of command.

- **Technologically Adept:** +2 bonus on all skill rolls involving technology, particularly in the area of robotics.

- **Weak Immune System:** Tiburonians are not as hardy as other species. -2 to all rolls to resist diseases, poisons and fatigue.

## Building Non-Starfleet Aliens

Tired of playing Starfleet personnel? Need a fully statted alien NPC with Talent progression? Are your players clamoring for the chance to play characters on the other side of the red/yellow/blue divide?

The first option would be to allow such a character to choose any Talent within reason as they advanced. The second option would be to rename the normal Talent lists to their alien equivalent. "Red Shirt" would become "Gorn Warrior," for example.

A somewhat less arbitrary approach would be to build a custom Talent list. This is highly recommended if such a character class can be chosen by the players.

The first step should involve defining what kinds of things such a class should be able to do and then ensuring enough Talents are on the list to support them all.

For example, Yellow shirts have 3 general types of Talents on their list: **an action-type leader** (a Kirk), **a more thoughtful type of leader** (Picard) and **pilots** (Sulu, Chekov). Players aren't required to

specialize, but there are enough Talents listed to support a player going "all in" on that type of character.

**For example:**

**Action Leader:** Agile, Brawler, Defensive Roll, Flurry, Judo, Power Attack, Starfleet Commendation

**Thoughtful Leader:** Agile (it's fine if there's overlap in archetypes), Bluff, Command, Inspirational Speech, Measure of a Man, Plan, Starfleet Commendation, Unorthodox Maneuver

**Pilot:** Agile (appropriate since pilots tend to have great reflexes), Defensive Roll, Judo, Space Jockey

A good Talent list should be flexible enough to anticipate the sorts of characters a player will build, while still restricting the choice of Talents enough to keep classes from becoming too similar to each other.

**Example:**

Let's start with a generic Klingon class. We'll call it simply "Klingon." It's going to represent the sort of Klingons most frequently met in the original series. As they're portrayed on the show, they tend to be good fighters, but rather ruthless and deceitful.

We write down the archetypes and then skim through the list of existing Talents, assigning them as we go:

**Warriors:** Brawler, Durable, Flurry, Judo, Power Attack, Stiff Upper Lip

**Ruthless:** Brawler, Intuition, Plan, Power Attack

**Deceitful:** Bluff, Measure of a Man, Plan, Unorthodox Maneuver

Also available is "**IKS Commendation**", the Klingon equivalent of "Starfleet Commendation."

Looking at the list, you can tell right away there's a problem: the **Ruthless** and **Deceitful** lists are pretty short. Here's where the fun starts—coming up with a few new Talents that reinforce the concept of "ruthless" and "deceitful."

New Talents should be somewhat in line with the game's default Talents in terms of power and utility. They shouldn't duplicate existing Talents—if you need to do that, then rename an old Talent.

Let's call our first new Talent "**In The Back**". Once per fight, you can reroll one damage roll of any kind, taking the higher of the two results. This Talent can be taken only once and only applies to damage you to do others —it's purely offensive.

Another appropriate Talent might be "**Klingon Diplomacy**." Nobody holds a weapon more menacingly than a Klingon. When holding a weapon in a threatening manner, you can easily face down any number of foes.

As an action, the character can brandish his or her weapon, making a Comm + Cha roll vs the opponent's highest skill + Int or Str (whichever's higher). If successful, the enemy is cowed for one action. If successful by 5 points or more, the opponent surrenders. The GM can rule that some opponents will never be cowed, only run away, hesitate or retreat.

If the Klingon tries to threaten more than one opponent at a time, give the opponents a bonus to their save equal to +1 for every person in the group

Our final result is this:

# Klingon

1. Bluff
2. Brawler
3. Durable
4. Flurry
5. Intuition
6. IKS Commendation
7. In The Back
8. Judo
9. Klingon Diplomacy
10. Measure of a Man
11. Plan
12. Power Attack
13. Stiff Upper Lip
14. Unorthodox Maneuver

And there you have it. A Talent list suitable for any well-rounded Klingon. If you were to run a full Klingon-only campaign, it would probably be appropriate to make other classes, such as "Klingon Scholar" or "Klingon Beast-Tamer," to add more variety.

# New Worlds

Sometimes an adventure will go off the map...and the worthier the players are of being called "Starfleet Personnel," the farther off said map it will be.

As much fun as this can be, it can be a bit of a strain having to come up with a star system on the spot. That's where this section comes in.

These tables are designed to work from the "top down." The first few steps can be quickly rolled with a small fist-full of dice and are design so you can "drill down" for more detail as the players investigate.

**Each step of this series of tables is completely optional.** If you decide there's an alien civilization there, then there's an alien civilization. If you decide there's nothing on that moon the players have decided to investigate, then there's nothing on that moon.

If the first interesting thing the players investigate is enough to get the adventure moving, you can just decree that it's the only point of interest in the system and stop rolling or that the other points of interest aren't actually all that interesting.

**To speed things along, you can also opt to not roll for things the players are not actively investigating.** If they don't bother to investigate that interesting gas giant, then you shouldn't bother to roll to see what's on it. On the other hand, if the dice say there's a ship and a planet in the same system, then maybe they have something to do with each other.

**Feel free to veto (or choose) entries that do not make sense within the context of the local star sector.** If you're only 10 light years away from Federation headquarters, then maybe that alternate history planet of cowboy and Roman space god's isn't likely to exist.

**You can also jump straight to a subtable if there's a need for it.** For example, if the players decide to check out the third moon in a planet they're on, you could roll on the planet chart and see if there's something there or just call it a "space station" and adjust the flavor text.

**Feel free to use the episode generator from the appendix of the main rules when appropriate to flesh in detail.** There are various points where it would be highly useful to roll on the enemies and motivations tables.

**Step 1. Determine type of star system.**

**Table 1. Description of star system. Roll d20:**

1-2      Single star, M-type (red dwarf)
3      Single star, K-type (orange)
4-7      Single star, G-type (similar to our sun)
8      Single star, F-type (white)
9-10      Single star, Giant (**d6:** 1-4 Red, 5 Blue, 6 White)
11-12      Double or Triple star system (**d6:** 1-4 double, 5-6 triple, roll multiple times on this table to determine star types, disregarding this result)
13      Orbiting a black hole or pulsar (50% either type) (roll again for type of companion star—disregarding this result. Black holes and pulsars will generally not have planets of their own)
14      In a nebula, which plays havoc with the ship's shields and sensors (roll again for type of star system)
15      On the verge of a time-space anomaly. **Roll d8:**

         *1*      *...it's an entrance to an alternate universe*
         *2*      *...it randomly opens gates to other times*
         *3*      *...visitors are stuck in a loop in the space-time continuum*
         *4*      *...it's a pocket universe*
         *5*      *...created by an alien device for nefarious purposes.*
         *6*      *...visitors have a habit of running into alternate-universe version of themselves*
         *7*      *...due to the nature of the fabric of space, technology behaves very differently here, effectively stranding visitors until they can figure it out.*
         *8*      *...causes minor bits of continuity to change. **Roll once per scene, d6:** 1 something major about the crew and/or ship changes for the rest of the adventure, 2 -3 1d4 minor details are altered, 4-6 nothing happens. The discontinuities slowly revert after the ship leaves the system.*

| 16 | System has an unusual composition.  **Roll d10:** |

| | |
|---|---|
| *1* | *Planets are in an odd configuration unlikely to have arisen naturally* |
| *2* | *System is largely composed of antimatter* |
| *3* | *The sun is long dead; the planets that are habitable are only habitable because of high levels of volcanism or technology* |
| *4* | *System is formed of an entirely new state of exotic matter which may have unexpected effects on technology and/or life forms* |
| *5* | *Planets and asteroids are improbably rich in rare elements* |
| *6* | *System contains a living planet.  May or may not have god-like powers* |
| *7* | *System is a construct, such as a ring world or Dyson sphere* |
| *8* | *The star or one of the planets themselves has an unusually high gravitation field which may cause navigational problems* |
| *9* | *Contains an enormous gas giant, big enough to have its own system of planets (**d6** planets, **d20** smaller moons, any number of moonlets) – roll again to see type of system, disregarding this result* |
| *10* | *System is the spawning ground of a space-faring animal species.* |

| 17 | Home system of a very advanced alien species (space gods, basically), roll again on this table to determine the type of system.  Space gods will make their presence known upon entering the system.  **Roll d8:** |

| | |
|---|---|
| *1* | *…they waylay travelers and force them to have gladiatorial fights with other waylaid space travelers.* |
| *2* | *…they are territorial and paranoid.  Intruders are sent packing.* |
| *3* | *…inquisitive, but not in a good way.  Intruders are studied intensively.* |
| *4* | *…they love travelers.  Probably a bit too much.* |
| *5* | *…they have their own problems to deal with.  Explorers must tread carefully or become embroiled in an war.* |
| *6* | *…great, an entire civilization of Q's and Tremaynes.* |
| *7* | *…Space Gods in a classical sense.  Roll for ancient civilization.  **Roll d6:** 1 Greek, 2 Indian, 3 Egyptian, 4 Norse, 5 Chinese, 6 Vulcan* |
| *8* | *…misguidedly altruistic.  They sense the savagery in the explorers and decided to help them "fix" it, whether they want the help or not.* |

| 18 | The system is the site of an ancient battle—local space is strewn with alien mines, wrecked vessels, and abandoned/ruined bases.  Roll again to determine the type of system. |
| 19 | Site of an ancient highly advanced civilization, long defunct, but full of strange and enigmatic ruins and mysterious alien devices.  Roll again to determine the type of system. |
| 20 | A famous incident or other event of note occurred in this system.  **d6:** 1 the site of a famous diplomatic triumph/incident, 2 the site of a famous war, 3 disappearance of an exploratory vessel occurred mysteriously here, 4 system has religious significance for a random species, 5 an infamous natural disaster, 6 a colony mysteriously disappeared in this system.  Roll again for type of system. |

**Now roll a d8.**  On a result of 1, one of the stars in the system is having some kind of disturbance, such as a massive solar flare, emitting massive amounts of radiation, gravity waves or what have you.  It could even be about to go nova.  This might threaten one of the planets, or the ship itself.

**Step 2.  Determine number of interesting features.**

Roll d4-1 (minimum 0) for total number of interesting features.  Grab that many six-sided dice and refer to the following table…

**Table 2.  Interesting System Features.  Roll d6:**

| | |
|---|---|
| 1-3 | Planet |
| 4-5 | Ship |
| 6 | Station |

Sensors will generally pick up only the broadest details of a system feature, so there's no need to roll until the players choose to investigate.  Of course, sometimes it can help jog creativity to roll ahead of time.  For example, two planets with civilizations on them could be at war with each other.

**Step 3.  Minor fluff useful for parroting off sensor scan info-dumps.**

**A system will typically have 1d20 planets and d4-1 (minimum of 0) asteroid belts.**  Feel free to adjust these numbers if what you roll seems off for the type of system.  **Planets, if important, will have 1d6-2 moons (minimum 0) for normal rocky planets, and d20 bigger moons for gas giants.  Gas giants will also have a host of small planetoids and orbiting rocks  and a 50% chance of having rings.** Again, don't bother rolling for moons and rings if the players seem unlikely to investigate more closely.

Note that this does NOT correspond to interesting features.  Anything that is not an interesting feature is a "barren rock" or a "lonely gas giant."  For example, if you roll "ship, ship, station" for features and the system has 14 planets, then they're all barren rocks and lonely gas giants.

If any of the interesting features requires a planet, then randomly pick a planet from what you just rolled.  In other words, if you determine that there's an inhabited world in the system and you roll 11 planets, then pick an arbitrary number and use that planet to host the civilization.

**Step 4.  What's interesting about the feature?**

Roll on the following tables to determine what the interesting features are.  Table 3 deals with planets, table 4 with ships and table 5 with space stations.

**Table 3.  Planets.  Roll d20:**

| | |
|---|---|
| 1-4 | Earth-like |
| 5-6 | Desert planet |
| 7 | Water world |
| 8 | Habitable moon orbiting a (**roll d6:** 1-4 gas giant, 5 large uninhabitable planet, 6 large habitable planet) |
| 9-10 | Ice world |
| 11 | Gas giant, any life living there will either be avian or living in giant buildings hovering in the atmosphere |
| 12 | Poisonous atmosphere, all life is underground or in domes |
| 13 | Ruined world.  Great natural disaster or global war wiped out all life. |
| 14 | Ruined world.  Destroyed by unknown external agent (**roll d6:** 1-3 long ago, 4-5 recently, 6 being destroyed **right now**). |
| 15 | Giant city spans entire planet's surface |
| 16 | Giant ruined city spans entire planet's surface |
| 17-19 | Federation planet (**roll d8:** 1 military outpost, 2 research outpost, 3 resupply base, 4 prison, 5 colony world, 6 mining outpost, 7 manufacturing facility, 8 resort world), **reroll on this table with a d12 for type of planet.**  If outside Federation territory, then replace "Federation" with appropriate local interstellar government. |
| 20 | Parallel Earth, physically identical to Earth in nearly every way, **except**... |

| | *Culture identical to* (**roll d8:** | | *due to* (**roll d6:** |
|---|---|---|---|
| 1 | WWII | 1 | Tampering with the time-stream |
| 2 | Wild west | 2 | Evil central computer |
| 3 | 1960's America/Britain | 3 | Space god(s) |
| 4 | Ancient Rome | 4 | Accidental/purposeful Federation tampering |
| 5 | Medieval Europe | 5 | Pure coincidence |
| 6 | Native America | 6 | Parallel evolution) |
| 7 | The 1920's | | |
| 8 | Ancient Egypt) | | |

**Table 3.1.  Planets—What's going on here?   Roll d20 if not immediately clear from previous table's entry.  Re-roll or disregard entries that don't make sense.**

1    Klingons stirring up trouble with easily exploitable/intimidated natives
2    Native civilization has not yet achieved first contact.  The Prime Directive is in play.  Crew feels compelled to study them and gets embroiled in local drama/discovered by the natives.
3    Native civilization has not yet achieved first contact.  The Prime Directive is in play.  Civilization is beleaguered by topical social issue (**roll d6:**  1 overpopulation, 2 racism, 3 greed, 4 starvation, 5 social diseases, 6 gambling)
4    Civilization is embroiled in world war
5    Civilization is being manipulated or enslaved by another, more advanced, local civilization for profit
6    Civilization fighting off off-world invaders
7    Dictator fiercely determined to maintain status quo.  Dictator is a (**roll d6:**  1 space god, 2-3 misguided or evil computer, 4 ex-Starfleet officer who maintains his position with advanced technology, 5 mysterious and powerful alien, 6 cloud monster)
8    Native civilization is fighting off a terrible plague (standard effects—chills, weakness, eventual death, etc)
9    Primitive natives are the fallen descendants of a mighty star-faring civilization.  The ruins surround them and they don't even realize it.
10   Civilization is primitive compared to the Federation in all but one field, in which they vastly excel
11   Local natives eager to meet invaders...too eager...**roll d6:**

    *1    Because they want to assimilate them into their robot collective*
    *2    Because there is a local mind-controlling plant or animal that feeds on human emotion*
    *3    Local civilization is a virtual utopia, except for one taboo...which they refuse to talk about. Every time a crew member does **anything,** roll 1d6.  On a 1, they've violated the taboo and are sentenced to death.*
    *4    Locals are addicted to a substance or technology and want to expand their market*
    *5    Locals make their living by waylaying passers-by*
    *6    Locals want to convert travelers to their religion.  They may be harmless...or not...*

12   Local population beleaguered by dangerous creatures
13   Mysterious stranger lives here by himself or with a trusted companion, but he has a secret...
14   Native disease, highly contagious, unpredictable effects (**roll d8:** 1 causes evil, drunken behavior, 2 reverse aging, 3 rapid aging, 4 causes victims to devolve into cavemen, 5 euphoric behavior and then death after a few days, 6 hallucinations, 7 insomnia and eventual madness, 8 narcolepsy)
15   Mysterious alien artifact (**roll on Mysterious Alien Device table** or choose)
16   Survivors of a crashed vessel (**roll on Table 4**)
17   Unscrupulous scientists test out new technology with little heed for locals or other bystanders
18   Locals misunderstand native creature, leading to adventure
19   Military outpost of a long dead alien species seeks to defend its territory
20   Hidden species of highly advanced aliens kidnaps and studies any new specimens that pass their way.

**Table 3.2.  Planet Quirks.  Roll d20 d4-1 times (minimum 0).**

1-4   Nothing interesting to see here.  Move along.
5     Unusually beautiful
6     Fabulously dangerous plant life
7     Beautiful rings
8     Very large and occasionally angry local animal life (**roll d8:** 1 carnivorous reptiles, 2 enormous marine life, 3 amoebas, 4 flying monsters, 5 dragons, 6 herbivores, 7 apes, 8 roll for a Cloud Monster)
9     Site of an important event in Federation history
10    Largest geographical feature in this sector (**roll d6:** 1 mountain, 2 canyon, 3 river, 4 mountain range, 5 volcano, 6 moon)
11    Harsh, barely liveable climate
12    Frequent terrible storms
13    Surface completely uninhabitable, everybody lives underground in caves
14    Planet's day is exactly in sync with its year.  The sun never rises or sets.
15    Planet's surface is surprisingly smooth—there's very little surface relief.
16    Planet's surface is extremely mountainous.  There are very few places to land a ship.

| 17 | High gravity planet. |
|----|----------------------|
| 18 | Low gravity planet. |
| 19 | Planet is low in one or more common elements. |
| 20 | Planet has an abundance of one or more natural resources. |

## Table 3.3.  Alien Culture Technology Level.  Roll d10 if needed.

| 1-3 | Primitive, cave man |
|-----|---------------------|
| 4-5 | Dark ages |
| 6 | 19th century Europe |
| 7 | 20th century America |
| 8 | Not as advanced as Federation, but still futuristic |
| 9 | Federation-level |
| 10 | Advanced |

## Table 4. Ships.  Roll d20:

| 1-4 | Federation vessel (**roll d8:** 1 Hermes, 2 Saladin, 3 Miranda, 4 Constitution, 5 Federation, 6 Ptolemy, 7 outdated vessel such as a Daedalus, 8 advanced but untried prototype ship) |
|-----|----|
| 5-8 | Enemy vessel (**roll d8:** 1-2 Klingon, 3-4 Romulan, 5 Gorn, 6 Tholian, 7-8 unknown alien species) |
| 9-10 | Criminals (**roll d6:** 1-2 Orions, 3-4 Smugglers, 5-6 Pirates) |
| 11-13 | Civilian vessel (**roll d8:** 1-3 merchant, 4-5 freighter, 6 courier, 7 explorer, 8 luxury liner) |
| 14-15 | Ship of unknown, advanced origin.  **Roll d10:** |

| 1 | *Probe from advanced civilization obsessed with random extinct Earth species, on its way to Earth to find out what happened* |
|---|----|
| 2 | *Automated alien death machine* |
| 3 | *Prototype vessel from enemy species (roll on "enemy vessel" entry above to find out who) on a test run* |
| 4 | *Ship is from another universe or from the far distant future* |
| 5 | *Ship is actually a giant living creature, possibly sapient* |
| 6 | *God-like being, possibly of the giant floating head variety* |
| 7 | *Vast colony ship from an advanced space-faring species.  Society on board is utopian, but deeply flawed* |
| 8 | *Crewed by androids* |
| 9 | *Design is impossible according to current science, possibly non-Euclidian* |
| 10 | *It's the crew's vessel, except from the future and heavily upgraded* |

| 16 | Colony ship, alien and vast but technologically backwards |
|----|----|
| 17 | Armada (**roll d6:** 1 Klingon, 2 Romulan, 3 Gorn, 4 Tholian, 5 Federation, 6 Unknown species) |
| 18 | Automated distress beacon.  Somewhere in the system is a crashed vessel (**roll d6:** 1 long dead, 2 completely obliterated on the surface of a nearby moon or asteroid, 3 survivors have colonized a nearby planet, using the bits of their ship to build their colony, 4 recently crashed, 5 ship in imminent danger of being dragged into the sun, 6 no signs of where the ship has gone) |
| 19 | Ancient freighter from Earth bearing 20th century humans in cold sleep.  When revived... (**roll d6:** 1-2 passengers are evil brigands intent on taking over a modern ship, 3-5 passengers are fish out of water and only want to go on with life, 6 ...Khaaaaaaaaannnn!) |
| 20 | Probe sent out by humanity in the 20th or 21st century, returning to maker, vastly upgraded by mysterious civilization and with a bone to pick (**roll d6:** 1-2 small, 3-4 starship-sized, 5-6 vast) |

## Table 4.1  What is it doing?  Roll d20 if not immediately clear from previous table's entry:

| 1-2 | Derelict (**roll d6:** 1 abandoned, 2 corpses all over the place, 3 apparently haunted, 4 scrapped, 5 evidence for reasons of abandonment meticulously cleaned up, 6 mutiny).  Roll on Table 5.1 if necessary to see what happened. |
|-----|----|
| 3 | Escorting diplomatic envoy to other system |
| 4-7 | Passing through system/on patrol |
| 8 | Exploring the system |
| 9-12 | Attacking...either you or another vessel of random type |

| | | |
|---|---|---|
| 13 | Seeking help for some mission | |
| 14-16 | Emergency (**roll d8:** 1 life support failure, 2 random system disabled or malfunctioning, 3 crew is suffering a plague (refer to Table 5.1, result 2), 4 warp core melting down and about to explode, 5 strange alien artifact acquired by one of the crew causing havoc (refer to Table 5.1, result 7), 6 critically under-supplied, 7 about to explode after being disabled in a fight, 8 trapped in a strong gravitational field and about to crash) | |
| 17 | Phasing in and out of time-space continuum | |
| 18-19 | Defending something | |
| 20 | Fleeing from a greater threat | |

## Table 5.  Stations.

Feel free to replace "Federation"  results with the local interstellar government if outside of Federation space. Likewise, adjust "Enemy" results appropriately.

**Roll d10 3 times:**

| | Purpose | Size | Who runs it (or used to)? |
|---|---|---|---|
| 1 | Colony | Tiny | Federation, military |
| 2 | Trading outpost | Tiny | Federation, civilian |
| 3 | Military Post | Small | Friendly aliens |
| 4 | Research Outpost | Small | Unfriendly aliens |
| 5 | Shipyard | Small | Enemy*** |
| 6 | Espionage* | Medium (roughly starship scale) | Androids |
| 7 | Manufacturing facility | Medium | Large-scale Computer AI |
| 8 | Mining facility | Medium | Nobody |
| 9 | Destroyed** | Large | Coalition of species |
| 10 | Abandoned/Derelict** | Enormous | Ownership in dispute**** |

* If not friendly, it will be very difficult to detect.  It could be cloaked, hidden within an asteroid, or on the dark side of a moon.

** Roll again on this column, except with a d8 to find out what type of station it was.

*** Choose the nearest neighboring enemy according to your game.  If you don't know or care, then **roll d6:** 1-2 Klingons, 3-4 Romulans, 5 Gorns, 6 Tholians.

**** Roll twice on this column.  Duplicate results indicate two factions are disputing it.

## Table 5.1  Stations—What's going on here (or happened, if destroyed/abandoned/etc)?

| d12 | Situation |
|---|---|
| 1 | Nothing of note (or the evidence has been carefully destroyed/cleaned up) |
| 2 | Plague (**roll d10:**  1 -2 "standard" plague—fever, chills, eventual death, that sort of thing, 3 causes evil, drunken behavior, 4 slowly transforms victims into alien species, 5 causes victims to go into suspended animation, 6 causes victims to devolve into cavemen, 7 euphoric behavior and then death after a few days, 8 fever and then spontaneous combustion, 9 childlike, obsessive behavior, 10 rage and violence) |
| 3 | There's been a spate of murders...who's responsible? |
| 4 | Under attack by aliens |
| 5 | Facilities are breaking down and in desperate need of repair |
| 6 | There's a spy, assassin or saboteur causing havoc |
| 7 | Strange alien artifact acquired by one of the crew causing...**roll d10:** |

| | |
|---|---|
| *1* | *Increasing dementia to all who stay on-board longer than one day* |
| *2* | *Terrible nightmares that eventually come to life* |
| *3* | *Random visions of other times and places* |
| *4* | *Random doorways to other times and places* |
| *5* | *Random rooms become trapped in time-space loops* |
| *6* | *Monsters!  All over the place.* |

8       Monster on the loose
9       Out of supplies
10      Tribbles
11      Hidden war criminal or other type of notorious fugitive outed by ship's crew during initial visit
12      Cover-up.  Nobody wants to admit what's really going on.  Roll again, disregarding this result.

**Table 5.2.  Station Quirks.  Roll d20 d3-1 times (minimum 0).**

1-5     Nothing interesting to see here.  Move along.
6       Unusually spacious rooms and corridors
7       Much of it still under construction
8       Cramped
9       Very crowded
10      Odd smell
11      Has something of a Star Wars cantina feel to it
12      Best bar in the sector
13      Seedy, frontier-type environment.  Everything goes.
14      Very modern and well-equipped
15      Lushly-appointed
16      Eerie place.  More superstitious crew members might think it was haunted.
17      Filled with gardens and botanicals
18      Station's computer systems unusually belligerent
19      Baroque interior layout unusually hard to navigate
20      Local regulations are strict and obsessively detailed

# Federation Ships

### Daedalus Class Explorer

**Size:** 105 kilotons, 121m long, 48m wide, 40m high, 10 decks.
**Typical Crew:** 165 total, 8th level Yellow Shirt Commander, bridge crew 6-8th level, bulk of crew 3-5th level.
**Cruise Speed:** Warp 4
**Emergency Warp:** Warp 6
**Impulse:** .5c maximum impulse (900,000 km/round)
**Shield Rating:** 2 (polarized hull plating)
**Armament:** 4x Type II Magnusson Class Laser Cannons (WR 5), 2 banks Mod 2 spatial torpedo tube (outdated design—WR 10 per torpedo and +2 to dodge with modern ships, 24 rounds).

**Note:**  Starfleet's first major exploration vessel after the NX class.  Outfitted with the latest technology at the time—such as a Warp 6 capable drive, transporters and tractor beams, it was limited by its relatively short-range subspace communicators.  Its capability for deep exploration would often outstrip its ability to call for backup.

## Ranger Class Explorer

**Size:** 450 kilotons, 227m long, 130m wide, 55m high, 14 decks.
**Typical Crew:** 287 total, 8th level Yellow Shirt Commander, bridge crew 6-8th level, bulk of crew 3-5th level.
**Cruise Speed:** Warp 5.5
**Emergency Warp:** Warp 7
**Impulse:** .6c maximum impulse (1.08m km/round)
**Shield Rating:** 10
**Armament:** 5x Type VI phaser banks (WR 12),  2 Photon Torpedo Banks (WR 25 per torpedo, 30 torpedoes carried).

**Note:** Yes, I know that the Ranger class is traditionally a double-nacelled design.  I'm going to lump it in with the Kelvin anyway (but not use the new-Trek ship scales since they are rather large).  If you like the older double-nacelled version more, feel to use that instead—the stats are more or less the same.

In any case, this is a slightly dated ship design.  As their tours end, Starfleet has been mothballing them, but they are still not an uncommon sight on patrol.
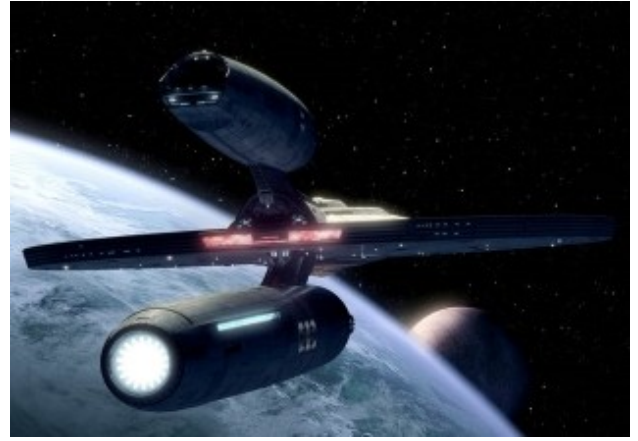


## Huron/Antares Class Freighter/Survey Ship

**Size:** 45 kilotons, 56m long, 20m wide, 25m high, 6 decks.
**Typical Crew:** 20 total, Unexceptional Commander or 7th level Yellow Shirt, bridge crew 4-5th level, bulk of crew 2-4th level.
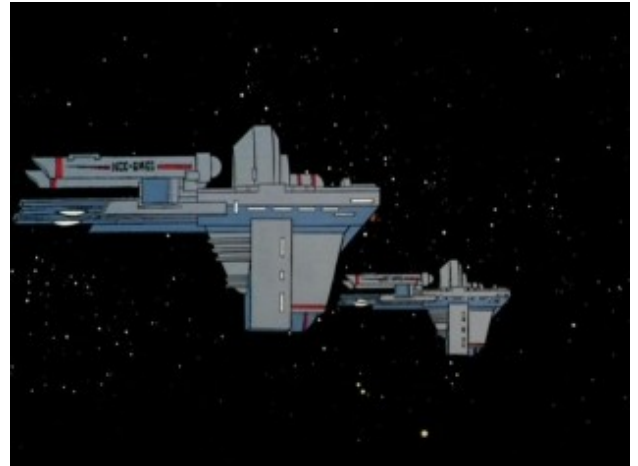**Cruise Speed:** Warp 4.5
**Emergency Warp:** Warp 6
**Impulse:** .4c maximum impulse (900,000 km/round)
**Shield Rating:** 4
**Armament:** None.

**Note:**  An aging ship design, not known for great agility, and typically unarmed.  Typically used to haul small amounts of freight or for minor surveying jobs.  Very occasionally used as a short-distance passenger transport.

# Klingon Ships

## D-5 Class Cruiser

**Size:** 283 kilotons, 155m long, 124m wide, 34m high, 6 decks.
**Typical Crew:** 225, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.
**Cruise Speed:** Warp 5
**Emergency Warp:** Warp 7
**Impulse:** .60c maximum impulse (900,000 km/round)
**Shield Rating:** 8
**Armament:** 1 x combined forward weapons port capable of both heavy distruptor fire and launching torpedoes, 360 degree rotating twin disruptor cannons, dorsal disruptor array. Disruptor fire is WR 15, photon torpedoes are WR 25 per torpedo (80 carried, but only 1 bank).

**Note:** In service since the mid-22nd century, this vessel is somewhat dated and is slowly being phased out in favor of the more heavily-armed D-7's.

It is highly maneuverable, especially when compared to the D7. May have a cloaking device, depending on how early in the series it appears. A deuterium tanker variant also exists--this version is somewhat slower and of only average maneuverability.





## qa'Hos (Relentless) Class Light Cruiser

**Size:** 280 kilotons, 198m long, 70m wide, 69m high, 7 decks.
**Typical Crew:** 280 total, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.
**Cruise Speed:** Warp 5
**Emergency Warp:** Warp 7
**Impulse:** .60c maximum impulse (1,080,000 km/round)
**Shield Rating:** 14
**Armament:** 6x Mark 5 disruptor cannons (WR 15), 2x Photon Torpedo Banks (WR 25, 60 carried).

**Note:** May have a cloaking device, depending on how early in the series it appears. Its reliability and sturdiness gives anyone attempting to repair it a +2 on repair rolls and repairs will take place 25% quicker than normal.

The qa'HoS class Light Cruiser has been in service for well over 70 years. Originally a main line battleship, it is now used primarily for long patrol missions along the Klingon Empire's various border zones due to its proven reliability and ability to operate in the field for long periods of time.

Over the years, it has acquired a reputation for durability that makes it a favorite of veteran warriors. There have been many accounts of qa'Hos cruisers limping back from missions with crippling damage-- spewing plasma from containment breaches, large patches of the hull torn off or missing—damage that should have completely obliterated the vessel but did not.
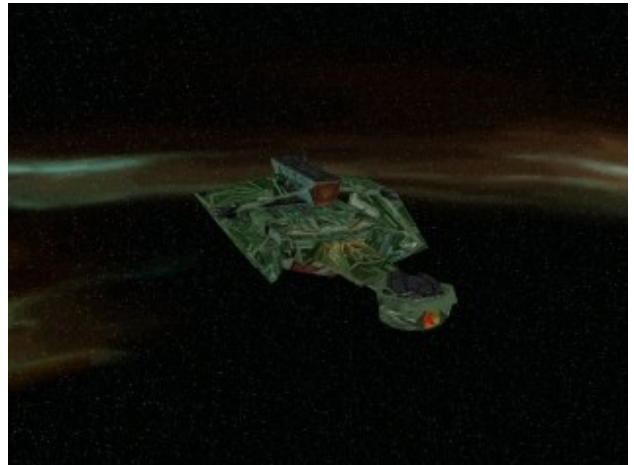
**Raptor Class Scout**

**Size:** 90 kilotons, 105m long, 63m wide, 18m high, 4 decks.
**Typical Crew:** 24 total, Unexceptional Klingon Commander, bridge crew 5-6th level, bulk of crew 3-5th level.
**Cruise Speed:** Warp 5
**Emergency Warp:** Warp 7
**Impulse:** .65c maximum impulse (1.17m km/round)
**Shield Rating:** 4
**Armament:** 2 x Mark 5 disruptor cannon (WR 10), 1 x photon torpedo bank with 40 rounds (WR 25).

**Note:** Like the D-5, this design has been in service since the mid-22nd century and is slowly being phased out. It is highly maneuverable and fast. May have a cloaking device, depending on how early in the series it appears.

# Optional Rules

As with the original Appendix, not all ideas are created equal. Here's some more optional rules that may or may not be fun to use.

**Warning: these rules are intended to be optional. Some of them can change the tone of your game significantly.**

## Aspects

Aspects are qualities that define your character. They can give you bonuses to perform certain actions or give the GM a "hook" to complicate the Episode.

Much like certain varieties of the FATE system, Aspects come in two different flavors: **Qualities** and **Challenges**.

**Qualities** are positive traits. Examples would be "Best pilot in the galaxy", "Ready for anything", "Speak softly, but carry a big stick". They are short phrases that define your character's strengths.

Give your character two or three of these. Try to keep them relatively specific.

**Challenges** are things your character has difficulty with. They have to be outside the usual baggage of being a Starfleet officer. "Protecting the weak", for example is not a Challenge; it's expected. "Difficulty with understanding human emotion," however, is a

decent Challenge. "Unable to say no to a bet," might be another. Other examples might be "shady background," "woman in every starport" or "bad luck."

Try to give your character at least one.

**Under this optional rule, Hero Points only give a +2 bonus to rolls.** However, if you can plausibly tie spending a Hero Point into one of your positive Qualities, you get the full +5.

Likewise, the GM can randomly invoke one of your Challenges to complicate the adventure. In exchange, you get another Hero Point.

## Grittier Feel

One of the things that people occasionally ask for/or bring up is that they prefer their Trek with a grittier feel. The default feel of this game assumes a high-ish level of camp and low player fatality.

Allow some or all of the following rules to achieve a grittier feel:

**Grit Rule #1.  Disallow or Ignore the Silly Stuff.**

This mostly boils down to the sillier Talents in the player section (Ripped Shirt, Red Shirt, Catch Phrase, etc) and a lot of the random GM-oriented stuff like the entry on Cloud Monsters and most of the material in the Appendix.

**Grit Variant Rule #2.  Death's Door.**

The basic rules assume that once you run out of HP, you go unconscious and start taking STR damage. It also assumes you automatically stabilize, because it's not really a very harsh combat system.

With this rule in play, once you're reduced to that point, you lose 1 point of STR per turn (in addition to any further damage you're taking). Once you run out of STR, you're dead.

Medical treatment will stop the STR loss.

**Grit Variant Rule #3.  Injuries.**

Any single attack that causes STR or more damage potentially causes an injury to some body part.

**Make a STR + Phys check vs a DC equal to the damage taken.**

**If the roll is successful,** there is no injury and no penalties are accrued.

**If the roll is failed,** the injury is temporary. It lasts a few days (a sprained ankle, for example).

**If the roll is failed by 10 or more,** the injury is more serious and lasts for a few weeks. Example: a broken ankle.

**If the roll is failed by 20 or more,** the injury permanently damages that body part (but might be fixable in sick bay). Example: arm blown clean off.

If it's not immediately obvious from the context where the attack hits, then roll a d6 and compare:

| | |
|---|---|
| 1 | Head |
| 2 | Left Arm |
| 3 | Right Arm |
| 4 | Torso |
| 5 | Left Leg |
| 6 | Right Leg |

**Examples of injuries:**

**Head:** Eye injury, hearing, concussion, broken/sprained jaw, bloody/broken nose, nasty bleeding gash.

**Arms:** Sprained arm, broken wrist, broken fingers, bleeding wound.

**Legs:** Sprained ankle, broken knee, bleeding wound.

**Torso:** Broken rib, nasty wound, sprained back.

Penalties vary from a -2 or -4 to an appropriate action to a 50% chance that you simply can't do something related to that injury because a necessary body part just isn't working right.

The GM may also decide that multiple smaller wounds may "stack" to force an injury check. For example, if Lieutenant Smith takes a severe beating during a barroom brawl, the GM might decide that the 15 or so hp worth of damage he took from various punches and kicks may "stack" into one injury roll. If he fails, then he might suffer a cracked rib or a dislocated jaw.

The GM can also "dial" the DC's to his desired level of deadliness. If you really want the game to be more punishing, then instead of using 0/-10/-20 for the various level of injuries, you can try using 0/-5/-10 or some other split.

Of course, this means after a few combats, half the crew's going to be hobbling around with peg legs and eye patches...

**Grit Variant Rule #4.  Hull Breaches.**

An area of the hull blows wide open in a random area within a given department. Anybody within close proximity to the Hull Breach takes 3d10 damage from the explosion. If they pass a DEX + Phys save vs DC 20, they only take 1d8 damage from the explosion.

Unless the GM has a reason to be specific about who is close to the hull breach, just assume a 50% chance that 1d6 crew members are nearby (use a smaller dice range for ships with less crew than a Constitution class starship).

If steps aren't taken to fix the hull breach, all air in that section bleeds into space within 2d6 minutes. Anybody within the same room as the hull breach has to make an opposed STR + Phys roll to avoid being sucked into the cold vastness of outer space by the escaping air.

The opposing roll has an effective STR + Phys total equal to 3d6-3 (minimum 0, roll separately for each character, but only roll once per character per event).

The GM may adjust this number up or down depending on how far away the character is from the breach. The GM may also give the character a bonus if they find something to hold on to.

Failing the roll on a given turn drags that character 10' closer to the hole. If they pass through the hole, they have been shot into the vacuum of space and without adequate protection will begin to die in the usual ways.

Even if the character successfully resists the pull, the GM may call for another roll that turn for anything they're holding onto.

Successfully making the roll means that not only does the crewman avoid getting sucked closer to the breach, they may also (depending on context) move slowly towards an exit or an appropriate control panel.

# Movie Mode

So, you've had a successful series, and you're ready to shake things up?

Here's some guidelines:

**1. There's a narrative gap.** Some time will have passed before the movie. Long enough that things will have changed. Ask each crew member what their character has been doing in the year or so of down time. Have they been promoted? Have they taken a leave of absence to deal with personal matters? Did they get reassigned by Star Fleet?

**2. Ground Rules Can Be Changed.** Things have gotten bigger and more explosive. Budgets are higher and maybe some special effects have been redesigned. Now's the time to make changes: are your Klingons now bumpy-headed? Is there some new sort of technology, such as transwarp, to deal with? Do phasers now work different because of...

**3. Refits.** Technology does not stand still (more importantly, special effects crews get grumpy when they have to rehab the same model over and over again). Once a 5 year mission ends, Starfleet makes the call on whether a round of upgrades is appropriate for a vessel.

The general rule of thumb is that a refit increases the SR and WR of a ship by roughly 25%. Impulse maximum speeds improve by .1 or .2c. Warp speeds are increased as well by one or two points. Update other flavor text (such as phaser model numbers) to reflect the fact that your ship is now bigger and badder. It's also new, shiny and full of untried technology. Fun!

**Shakedown quirks (Roll d10):**

1-2    No bugs. Phew!
3      **Roll on the Section Damage Table.** The system indicated is flawed on the new ship. Every time that system is used, roll d6. On a 1, it goes down. Which system is flawed will be a complete mystery to anyone until it breaks down.
4      **Roll on the Section Damage Table.** The system indicated is not only flawed as indicated above, it's also tied into the warp drive, which **also** goes down at the same time.
5      The new ship's computer is incredibly buggy. And annoying, to boot.
6      **Random nonessential shipboard facilities don't work right.** For the next d3 weeks until engineering can get to them, doors occasionally don't open, the toilets flush intermittently, climate control is off-kilter, and every chair has an irritating squeak.
7      **1d2 systems flat out don't work**, not even once. Again, you have no idea which until the first time you try to use them.
8      **1d2 systems work only at half effectiveness**, again, without warning.
9      You couldn't get certain parts requisitioned in time. **Roll d8:** (1 no photon torpedoes, 2 phasers at half damage, 3 warp drive can only go up to warp factor 5, 4 sensors only work half the time, 5 SR is only half what it should be, 6 transporters don't work right, 7 you only have one shuttle, 8 the view screen they installed on the bridge has a big crack down the center, but it still works...kind of).
10     **You won the lottery.** Congratulations! Roll twice.

Shakedown quirks can be fixed by engineering. It just takes time, some swearing and perhaps some dramatically risky repairs (if in the heat of battle).

**Every time a ship is refitted, roll d6.** If the die comes up equal to or less than the number of times it's gone through a refit, then that's the last one: at the end of its current tour, Starfleet will mothball it.

If a ship is on its last refit it's almost the crew's responsibility to ensure it goes out with a bang instead of being sent out to pasture.

**Step 4. ...But everything else gets bigger and badder, too.** You think the Klingon empire is standing still? They're refitting their own vessels (and launching newer models). And so is the Federation! Your Constitution class may have just gotten an upgrade, but the Excelsior is now on the drawing boards.

Generally speaking, a new model of ship will be in the same ballpark as the previous generation's ships of the same class with several refits under their belt. They may also introduce new technologies that do more than simply add more to the basic numbers.

**Step 5. There's a good chance that somebody's gonna die. Roll d6:** if a 1 comes up, then one of the PC's are going to die in a very dramatic, tear-jerking way at the end of the movie. They will either be reborn in the next one as part of the plot or be replaced with a very similar character at the end of the film. It's probably a good idea to have the player involved be on board with this.

**Step 6. If you're jaded enough that a randomly rolled movie plot sounds appealing to you...**

**Roll d2:**

1        A random crew member
2        The entire crew

**...must...**

**Roll d6:**

1        ...come face to face with their deepest fears...
2        ...deal with great loss...
3        ...risk their career and rank...
4        ...risk their families...
5        ...pass the torch to a new generation...
6        ...come to terms with their greatest failure...

**...while...**

**Roll d10:**

1        ...the series' most dangerous enemy (up to that point)...
2        ...a mysterious alien ship...
3        ...a highly advanced space whale...
4        ...the Klingons...
5        ...the Romulans...
6        ...the Gorns...
7        ...the Tholians...
8        ...a conspiracy of Starfleet officers...
9        ...Malcolm McDowell (or—**fine**—a mad scientist of some sort)...
10      ...(roll twice)...

**Roll d8:**

1        ...hatch(es) a plan to destroy Earth.
2        ...get(s) revenge on the Captain.
3        ...plot(s) to collapse the Federation.
4        ...travel(s) back in time to prevent the Federation from forming.
5        ...incite(s) a war between the Federation and (**roll d6:** 1-2 Klingons, 3-4 Romulans, 5-6 both).
6        ...plot(s) to destroy the (or a) sun.
7        ...steal(s) a potentially destabilizing technology and plan(s) to sell it to the highest bidder.
8        (Roll twice).

The plot will deal with...

**Roll d20, 3 times:**

1        The line between machine and man
2        Unlikely allies
3        The farthest reaches of space
4        Shakespeare
5        Diplomats
6        Enormous spacecraft
7        Wretched hives of scum and villainy
8        Pre-contact cultures and the Prime Directive
9        20th Century Earth History
10      Religion
11      Unwinnable scenarios
12      The Neutral Zone
13      Space ninjas
14      Time-traveling
15      Untamed Wilderness
16      Dune buggies on a desert planet
17      Exciting chase sequences
18      Dinosaurs
19      The galaxy's most forbidding prison
20      An assault on an impregnable fortress

# Non-Random Ability Scores

If random ability scores don't fit your gaming style or that of your group, or you simply prefer something more fair than blind luck, you can choose one of the following ability score arrays instead:

**Option #1:** 18, 14, 8, 8
**Option #2:** 18, 12, 10, 8
**Option #3:** 16, 14, 10, 8
**Option #4:** 16, 12, 12, 8
**Option #5:** 16, 12, 10, 10
**Option #6:** 14, 14, 10, 10

Abilities can be arranged in any order—don't forget to adjust for level and species.

# Ramming Speed, Captain!

This is a new space combat maneuver for the truly desperate.

You do damage equal to your ship's SR x4 to your opponent. If successful, you take your opponent's Sr x4 as damage. You will always take at least one Section Damage Roll.

The enemy ship must be within point blank range and the pilot must succeed in a Pilot vs Pilot skill check against the enemy ship. If the GM deems the enemy to caught by surprise, this roll will be at +4.

# Space Terrain

Not all fights take place out in the empty void of space. Here's some alternate venues.

**Nebulae.** Ships within a nebula are treated as if they have a partially effective Cloaking Device due to the shifting nature of the gases and clouds.

Treat all ships within the nebula as having a cloaking device, but with a +1d10 bonus to detect them. Roll for the bonus every time a sensor roll is attempted—the clouds shift unpredictably by the moment.

There is also a 1 in 6 chance each round the clouds part enough that for 1d4 rounds, the cloaking effect disappears for all ships within Point Blank range of each other.

Any ships within Point Blank range of each that are obscured will have a 1 in 6 chance of being **so close** they are in danger of colliding. See "**Ramming Speed**" above for guidelines, DC 20 piloting check to avoid. Each pilot has to make the roll. If **both are successful**, the ships do not collide. If **only one makes it**, the ships do not collide and the winner of the roll gets a free broadside at +2 with either photons or phasers (50% chance of either being available).

In addition to these effects, true Cloaking Devices are disabled and Shields are at 1/2 SR due to the ionization (except for the purposes of determining ramming damage).

Ranges will be much tighter and impulse speeds are divided by 10 to reflect the lack of visibility and the random system interference.

Using an engineering roll to boost the sensor array will aid sensor rolls by +2 for the duration of the scene.

**Stars.** This environment causes damage every round. WR 10 if in the outer fringes of the corona, WR 20 deeper within. When very deep within the corona, the shields take WR 40 damage per round.

Once the shields go down, d2-1 (minimum 0) Section Damage Rolls are made per round, plus the entire ship is flooded with radiation (see the foot note at the bottom of the Section Damage table).

Due to the energy interference, energy-based weapons are treated as one range worse and ships are more difficult to detect by +5-+15 DC depending on how deep inside the corona the ship stays. The same penalty applies to sensor rolls to detect events outside the corona.

The energy interference may also cause systems to intermittently go to damage level 1 temporarily or until fixed—assume a flat 1 in 20 chance per round that this happens.

**Planetary Atmospheres.** Warp drives can't be engaged in an atmosphere, and all ship maneuverability rolls will be at -2. Ship movement at impulse speeds is severely curtailed. Engaging more than quarter impulse will cause WR 15 damage per round due to friction. Ranges will also be much tighter. Cloaking Devices are reduced in effectiveness by 5 DC.

**Gas Giants.** The same effects as a planetary atmosphere, but with the added effects of a nebula environment. Ship movement at impulse speeds is slowed greatly and all ship maneuverability rolls will be at -4 due to the extremely high wind speeds. Engaging more than quarter impulse will cause WR 20 damage per round due to friction.

The thick gases and turbulence halve the damage of energy weapons. Explosions within a gas giant will have greatly increased area of effects—any ship nearby will take half damage as well.

Depending on the gas giant, the GM can declare that nearby lightning discharges have a 1 in 8 chance of striking one ship per round, causing WR 15 damage.

**Asteroid Belts.** Maneuvering through an asteroid belt is tricky. Every time the ship needs to make a maneuver of any sort, roll 1d4x5 to determine the base DC of the maneuver due to different areas having different asteroid density.

If the ship is moving at 1/4 impulse, there is no modification to this DC. 1/2 impulse adds +5 DC, 3/4 impulse +10, and full impulse +15. Failing a Pilot roll here causes 1d6x5 WR damage, doubled at half speed, tripled at 3/4's and quadrupled at full impulse.

Ranges will be much tighter and impulse speeds are divided by 5 to reflect the lack of open space.

**Planetary Rings.**  All the fun of an asteroid belt and a nebula in one tasty sandwich. It is, however, very difficult to stay within the rings as they are usually only a few dozen kilometers thick.

# Space Terrain, New Maneuvers

If the optional Space Terrain rules are in play, then Yellow Shirts can take these Talents:

**In Harm's Way.** Not only can you avoid obstacles, you can do so in such as a way that those pursuing you are endangered.  In any terrain with a lot of floating space hazards, if any ship pursuing you rolls 5 or more less than you, they hit an obstacle with penalties as noted under the Asteroid Belt entry on the Space Terrain table.

**Hazard Pay.**  You thrive in dangerous environments—the effects of being in space terrain that does persistent damage from round to round, such as solar radiation, atmospheric friction or gas giant lightning are lessened by one half for your ship while you are piloting.  This does not include impact damage.

**Shadow.**  You can manipulate low visibility situations to your advantage.  In areas such as murky planetary atmospheres and nebula, you effectively have a full cloaking device at your disposal—you are unaffected by the randomness of the terrain and you may engage or disengage the effects at will.

This ability takes 1 Hero Point to activate and lasts 10 rounds.  If you are outside of combat, then a Hero Point isn't required to activate—you are simply very hard to find (-5 to rolls to find your ship).

**Speed Demon.**  Your nearly prescient ability to avoid obstacles allows you to fly faster safer (or so you say).  You get a +5 bonus to rolls to avoid an obstacle when flying irresponsibly.

# ...And, Crashing The Party...



Mugato are large, ape-like creatures that live on the planet  Neural.  They are highly aggressive and their bite delivers a deadly toxin that kills within hours.  The only known cure is the mahko root delivered by a special ritual only known by the shamen of the local hill tribes.  Mugato typically attack by grappling and then biting to inject their poison.

**Mugato.**  HD 5d8+15 (38 hp), AC 14.  Claws +8 (1d6+5) or Bite +3 (1d6+2)+poison.  They can also Grab +8 with Str 20 and Phys score of +8.  Poison damage is more of a plot device, but the target will get slowly weaker and become more and more incapacitated until cured.