



Last Generation

The USS Enterprise is facing an alien vessel in orbit over a Federation planet. The entire surface has been reduced to a state closely resembling charcoal briquettes after a cookout.

Captain: "Worf, open a hailing frequency to that ship."

Worf: "Aye, sir."

Captain: "We come in peace. I am sure we can discuss this little misunderstanding."

Alien Captain: "I'm going to kick your &%\$#@&!"

Ship Counselor: "Sir, I sense hostility from the alien ship."

Data: "They seem to be firing on us, sir."

Suddenly, energy bolts lash out from the alien vessel, snapping the Enterprise's warp nacelles off like twigs.

Worf: "Captain, they are without honor!"

#1, sticking out his chest: "What do they mean by this?"

Data: "It would seem they intend to kick our &%\$#@&, sir."

By Michael C. LaBossiere

This article introduces new rules for playing in the *Last Generation* universe. By rolling on the following tables, the referee can accurately simulate the TV show in a gaming situation.

ADVENTURE GENERATOR

Roll	Adventure
1	<i>Enterprise confronts an alien menace.</i> See the Menace Generator Table.
2	<i>Wesley saves the Enterprise.</i>
3	<i>Incoherent series of events understood only by Guinan.</i>
4	<i>Secret plot against the Federation.</i>
5	<i>Tech variations save the Enterprise.</i> See the Tech Variations Table.
6	<i>Shameless ripoff of an old episode.</i>

TECH VARIATIONS

Roll	Effect
1	<i>LaForge does the impossible by revolutionizing some aspect of starship design.</i>
2	<i>Enterprise gets new warp 47 drive.</i>
3	<i>New transporter use discovered.</i>
4	<i>Torpedoes fire from phaser banks, or phasers fire from torpedo bays (referee's option).</i>
5	<i>Transporters work through shields.</i>
6	<i>Enterprise has 1D6 more phaser banks.</i>

MENACE GENERATOR

Roll	Menace
1	Menace is Romulan.
2	Menace is Ferengi.
3	Menace is a new race from a previous episode of the show.
4	Menace is a brand new race from a previously unknown border of the Federation. See the Alien Generator Table.
5	Menace is a super powerful force.
6	Menace is a super-super powerful force.

ALIEN GENERATOR

Roll	Description
1	Aliens look like humans.
2	Aliens look like Playboy bunnies and beefcakes.
3	Aliens look like humans with seafood glued to their heads.
4	Aliens look like humans with old stereo equipment glued to their bodies.
5	Aliens look like humans painted a funny color.
6	Aliens look like the designers were on bad drugs.

New Prime Directive: Never do anything to anyone, anytime, for any reason.

New Star Fleet Rules of Engagement: Never fire at anything, anytime, for any reason. Ω