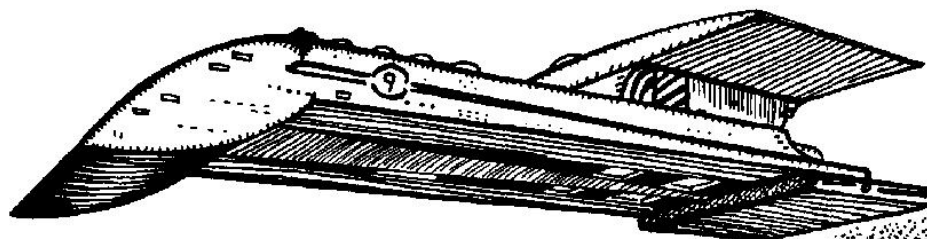


A STAR TREK Scenario Report



KIRK ON KARIT 2

by Emmet F. Milestone

At a time prior to imposition of the Organian Peace, the United Federation of Planets and the Klingon Empire are enjoying a period of cold war instead of their regular open hostilities. Reports have filtered back to Star Fleet Headquarters concerning some unusual activities in one of the outlying sectors of the frontier, and the high command suspects the Klingons of perfidiously exploiting the precarious truce to their own advantage.

The Enterprise has been sent out with orders to investigate the situation, and to discourage the Klingons from trying any monkey business, but the voyage is uneventful until the starship reaches Karit II, a small earth-like planet near the edge of the galaxy. Here, routine scans show the presence of billions of life-forms and indicate unusual geological disturbances in progress. Spock runs a more detailed scan, pin-pointing the source of the disturbances, and learns that the world will be destroyed within twenty-four hours if nothing is done to save it!

So began the *Star Trek* scenario I ran for a few friends at DunDraCon IV. A couple of weeks before the convention, some old dungeon-mates of mine let me know they were coming out to the Bay Area for the weekend of the con, and some other friends, who were Trekkies but not gamers, were expressing interest in finding out what role-playing mania is all about, so I picked up a copy of Heritage's *Star Trek* rules and started developing a game. The first thing I had to do

was to digest the rules, which were written by Michael J. Scott and comprise a forty page, 8½"x11" booklet.

The *Star Trek* adventure game is divided into three sections, a set of basic rules, a pair of scenarios, and about twenty pages of information charts and rule expansions that allow for more advanced play. The basic rules are just what the work implies . . . basic . . . but they are complete. They were deliberately written on a simple level, since Heritage intends these rules for newcomers to the hobby, but the author has eliminated much of the guesswork found in earlier RPGs as to how the parts fit together. A section on preparing to play and explanations of the six very familiar characteristics opens up the basic segment of the rules, followed by movement, hand-to-hand, and ranged combat rules, a sequence of play for the "action phase," and a list of twenty personalities along with their characteristic values. This segment also includes some brief descriptions of *Star Trek* equipment and an example of play. The Advanced segment contains rules for creating original characters, a list of life-forms and their characteristics from the TV series, advanced combat rules, and a more extensive list of equipment.

The scenario presented in the book didn't inspire me, since their plots seemed very limited in scope compared to the average *Star Trek* episode, and I knew that some of my players would be savvy dungeoners who could breeze right through the given situation. I was going to have to be inventive!

Kirk has Spock run a survey scan of the space surrounding Karit II. The sensors show the presence of a Klingon scout and an entirely alien vessel which appears to be a derelict from its utter silence on all the EM bands. Kirk decides that investigation of the geological disturbances has top priority, so he leaves Scotty in charge of the Enterprise and beams down to the planetary surface with Spock, McCoy, Lt. Uhura, and four security guards. The landing party materializes in front of the only entrance to a huge white dome.

As the people of the starship accustom themselves to the new environment of Karit II, the great double doors of the dome burst open and a group of figures comes flying from within. Three giant humanoid insects are obviously pursuing the lead entity, an orange floroid resembling a carrot, all using jump harnesses. The insects open fire with their disruptors and scorch the plant-man, who dives for cover.

I wanted to play the game with miniature figures, since their visual appeal adds so much vitality. I could only afford a couple of packages of Federation figures and an equal number of Klingons at the time, so I pulled some *Star Guard* miniatures from my shelves and an idea for the scenario began to crystallize. The first figure that came to hand was a Terrellian I had painted to look like a carrot as a joke. I thought it would make a good NPC, but I needed some more heavies too. My attention wandered across to a horde of Dreenoi. What

could be heavier than swarms of the all-devouring insect warriors? I got busy writing stats.

KARITAN ALPHA

Strength	11
Dexterity	12
Luck	16
Mentality	12
Charisma	12
Constitution	16
Equipment	
Disruptor	
Jump Harness	
Class 0 Hand-to-Hand	
Plus 0 to Initiation	
Plus 0 to Hand-to-Hand	

DREENOI BRAIN BUG

Strength	8
Dexterity	6
Luck	9
Mentality	15
Charisma	14
Constitution	13
Equipment	
Disruptor	
Jump Harness	
Class 4 Hand-to-Hand	
Minus 3 from Initiation	
Plus 0 in Hand-to-Hand	

DREENOI WARRIOR

Strength	17
Dexterity	6
Luck	7
Mentality	9*
Charisma	3
Constitution	13

* If Brain Bug is dead, warrior Mentality is only 3.

Equipment	
Disruptor	
Jump Harness	
Class 3 Hand-to-Hand	
Minus 3 from Initiation	
Plus 5 in Hand-to-Hand	

The members of the landing party, good Scouts that they are, come to the aid of the underdog and bring down the Dreenoi with Phaser-fire. After Doc McCoy uses his medical scanner and medikit to repair the plant-man's damage, Captain Kirk interrogates the alien through Lt. Uhura and her universal translator. Ages ago, an alien race terraformed Karit II and set up a genetic experiment to observe the evolution of intelligence in hypocotyl radicles. Instead of maintaining a constant vigil over the experiment themselves, the aliens accelerated the evolutionary process for a select group of the plants and left them charge of the Planetary Geological Control Computer. Even though the original

experimenters are now long gone beyond recall, the elite group of Karitans were able to maintain healthy conditions on their planet for the benefit of their non-sentient relatives until a short time ago, when intruders came down from the sky, bringing death and destruction. The intelligent Karitans had believed them to be the original creators Karit II and welcomed them with open arms, but the aliens responded with open mandibles, and now Alpha is the sole surviving sentient Karitan. The Dreenoi have made their way into the Planetary Control Dome where they've found the electrical insulation and computer chips to be particularly delectable, playing havoc with the planet's stability.

Captain Kirk is for plunging directly into the dome and saving the planet, but the Karitan warns him that it won't be an easy thing to do. Traffic within the dome is regulated by a systems of computer controlled, one-way pass-walls and transport rooms which the Dreenoi have also put out of whack. Even with Alpha's guidance, simply moving through the interior of the dome will be uncertain and dangerous.

The fact that the game was intended only as a single scenario, and not as the setting for an extended campaign dictated that the "place of mystery" would have to be fairly simple, so I went through my file of old dungeons looking for a suitable floor-plan. Two-and-a-half years ago, I drew up a small map-maker's puzzle which I called the Hole of the Lost, and it seemed most appropriate. It was composed of five identical and two odd "room-passage complexes" linked by one-way pass-walls and random teleport rooms in such a way that adventurers could hardly ever tell exactly where they were. My secret reference map is on a single sheet of graph paper, but none of my players have ever been able to discover the dungeon's true extent. I drew up a new population sheet and converted the Hole of the Lost into the Karit II Planetary Control Dome. For added color, I drew floor plans of the Enterprise's bridge and transporter room on sheets of graph paper at a scale of five feet to the inch.

The scenario, as it was shaping up in my mind, suggested three possible objectives that the characters could go af-



ter inside the dome. The most important, of course, would be the Geological Control Computer, so I located this device in the least accessible room. The other objectives were the Dreenoi Brain Bug, whose death would render the marauding insects ineffective, and the Transport Control Computer, which would eliminate the uncertainty of using the transport rooms if it could be repaired. I placed these secondary objectives in the next least accessible rooms in different parts of the complex. I then used standard populating techniques to distribute groups of Dreenoi warriors and Klingons throughout the dome.

The party from the Enterprise arrives in front of another shut door, and again Spock's tricorder scan indicates the presence of life-forms in the room beyond. Expecting yet another squad of insect warriors, Kirk orders the security guards to charge in as soon as the door opens, Phasers blazing!

The guards dash in to a dimly lit hall containing many pillars and open fire on the figures they see among the columns. By the time the Federation personalities get into the room, a gun battle is raging between their own force and the first band of Klingons encountered during the adventure. Caught by surprise, the Klingons are at a disadvantage, and are reduced to a female lieutenant and a wounded soldier before Kirk can bring the fighting to an end.

The officers of the Enterprise attempt to question the Klingon soldier, who remains surly and unco-operative, but the interrogation of the woman is a different matter. Smitten by Captain Kirk's charm, she falls in love with him and volunteers everything he wants to know. The Klingon high command had also received reports of irregular activities on the frontier and had sent the scout ship to investigate, suspecting the Federation of some devious maneuver. Neither side had encountered the Dreenoi before Karit II, and the Klingons would have joined forces with the Federation to combat the alien menace if they had been approached peacefully. McKoy asks Kirk if he's okay, while the captain contemplates explaining to a review board why his men shot down the leading officers of a temporarily friendly vessel.

The Klingon soldier still refuses to co-operate, so his hands are bound and the party continues on its quest for the Geological Control Computer.

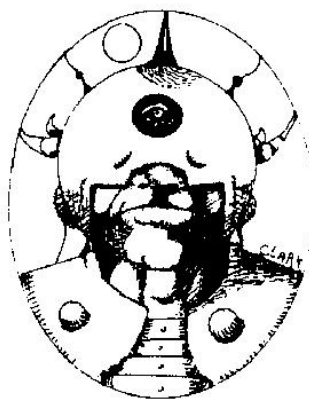
For a week before the game was played, I was fairly careless with Klingon figures and information while I kept

the Dreenoi miniatures and stats carefully out of sight. I wanted to build an authentic suspicion of the Klingons in the minds of my players, and spring the true enemy on them as a surprise. Unfortunately, my ploy worked too well! If I had been a screen writer instead of game-master, things would have turned out differently (after the commercial) by a hair's breadth, but TV is TV and games are games.

Apart from the fact that the *Star Trek* adventure game leaves out any rules governing space flight and operation of the *Enterprise*, its most glaring omission is its lack of provision for the romantic entanglements the characters inevitably get into. I drafted the following rules to spice things up.

FALLING IN LOVE

When a personality character meets a strange personality character of the opposite sex for the first time, a Romance



Roll must be made for each of them. Romance Rolls are made in accordance with the following procedure:

1. Romance Rolls are made in order of the characters' Charismas, with rolls for the highest characters being made first.

2. The player rolls 4D6 and adds his/her character's Luck modifier. If the sum obtained is less than the Charisma of the opposite sex, the first character has fallen in love. Note that Kirk has no luck in love, so his Luck modifier is never added in a Romance Roll.

3. A character will not fall in love with more than one character of the opposite sex during the course of a single adventure.

4. If, during the course of a single adventure, a character of one sex has already fallen in love, the game-master rolls 1D6. A score of three or more indicates that no more characters of that sex will fall in love during the scenario, except as the result of a successful Pass.

MAKING A PASS

When one character is in love with another character, the first character will try to make a Pass at the beloved character as soon as a convenient opportunity arises. Passes are made in accordance with the following procedure:

1. The player announces that his/her character is making a Pass at the beloved and rolls 1D6. The player then adds the character's Charisma and Luck modifiers to the die score.

2. The player controlling the beloved character rolls 1D6 and adds the character's Mentality and Luck modifiers to his/her die score.

3. If the number obtained for the beloved character in step 2. is less than the number obtained for the Passing character in step 1., the Pass is successful and the beloved character falls in love with the Passing character.

4. Note again that Kirk never luck in love, and can't add his Luck modifier to these scores either.

5. Passes can be made by characters who are not in love in order to achieve their own ends.

Our party of adventurers fights its way past several more groups of Dreenoi warriors and finally arrives at the Geological Control Computer. While the others provide cover, Mr. Spock applies his uncanny expertise to repairing the damaged machine. With only seconds to spare, the Vulcan save the lives of billions of carrots!

Star Trek rules and figures are produced by Heritage Models, Inc.; 9840 Monroe Drive, Bldg. 106; Dallas, Texas 75220

Star Guard rules and figures are produced by McEwan Miniatures; 840 West 17th South; Salt Lake City, Utah 84104

Star Trek Blueprints are produced by Ballentine Books; a division of Random House, Inc.; 201 East 50th Street; New York, New York 10022

