

STAR TREK

By Paul Montgomery Crabaugh

Written to supplement Star Trek: Adventure Gaming in the Final Frontier role-playing rules, this variant covers a wide range of topics including Experience, Skills, Aging, Salaries, Price Lists, The Referee's Role, Chain of Command, and World Generation.

Space exploration is a neglected subject in role-playing games. Exploration is not a major subject in *Traveller*, which is oriented towards space travel, economics, politics, and high adventure in the *Foundation/Star Wars* tradition.

Space Quest goes after very commercial exploration, not exploration for the hell of it (curiosity). *Star Probe/Star Empires* is not an RPG and also tends to go after economic exploitation, open warfare, and politics. *Starships & Space-men* has no clearly defined focus and tends to be whatever the referee makes it.

Beyond The Final Frontier

Thus I held out fond hopes for *Star Trek: Adventure Gaming in the Final Frontier* (or simply *The Final Frontier*). After all, *Star Trek*, despite its frequent excursions into power politics and warfare, was essentially a "lets see what is over there" adventure.

The game had other potential advantages, especially to beginning referees. The background material is well known and already created. Literally hundreds of stories exist to draw scenario ideas from. Perhaps best of all, the players can't simply waltz off in the wrong direction after the referee spends hours on creating a scenario. If Starfleet orders them to go to Beta Idioticus-6, the players have to do it, by god, or face court-martial.

However, it turns out the game has a problem. Nothing is wrong, exactly. It just wasn't enough. There are no mechanisms for fleshing out what a player does with a character after leaving Starfleet Academy. Unless the players confine themselves to the provided *Enterprise* characters, they face large gaps.

Hence I wrote this article. I used as sources the most common references: the *Starfleet Technical Manual*, the episodes themselves, including the cartoon ones, and sundry other bits and pieces, such as the *Star Trek Blueprints*.

I did not use *Star Trek - The Motion Picture*. Not that I didn't like it - I loved it! But between 1969 and 1979 a vast mythos grew up, based on animated episodes, original novels, Alan Dean Foster adaptations (James Blish did comparatively little tampering in his work), and so forth. Much of this material, providing the richness and diversity of background needed for role-playing games, was passed over, ignored, or simply denied in *ST-TMP*. While a game based on just Gene Roddenberry's original vision, the three live seasons of TV episodes (or perhaps even only the first two), plus *ST-TMP*, would be fascinating, it would not be *The Final Frontier*.

PLAYER-CHARACTERS

Congratulations! You have just graduated from Starfleet Academy. You are no longer a Cadet, you are an Ensign. Now what do you do?

Start by looking at yourself. What shape are you? If your referee allows players to simply choose their species, fine. However, since this can quickly lead to almost no non-human, non-Vulcan crewmembers (human for familiarity, Vulcan for superiority), use the Crew Member Species Table:

CREW MEMBER SPECIES TABLE

Race	D100	Race	D100
Human	01-70	Edoan	95-96
Vulcan	71-76	Tellarite*	97
Andorian	77-91	Skorr	98-00
Caiten	92-94		

**The Tellarites are needlessly argumentative and divisive, and I suspect that not many will be able to get along in a cooperative venture like Starfleet.*

EXPERIENCE AND RANKS

Now that you know what you are, why are you an Ensign? Because you have no experience points, of course. Experience points, you cry? Yes, we now have an experience

point system. Your rank depends on your experience points. Your responsibility, salary, and skills depend on your rank.

Normally, any large increase in EP, large enough to result in a promotion, will result in no more than that.

TABLE OF RANKS

Rank	EP	Max. Responsibility	Cr/mo. Salary	Bonus
Cadet	0	none (NPC only)	100	0
Ensign	0	shuttle/landing party	500	2D6
Lieutenant	1000	shuttle/landing party	1000	D10
Lt. Commander	10000	transport/scout	2000	D8
Commander	25000	scout/destroyer	3000	D8
Captain	50000	starship/dreadnought	5000	D6
Fleet Captain	75000	starship/dreadnought	6000	D4
Commodore	100000	above and/or squadron	10000	D4
Rear Admiral	250000	squadron/fleet	20000	D4
Admiral	500000	fleet	25000	D4

Although officers under the grade of Captain may be granted their own ships, they more often serve as officers under a full Captain. Starships and Dreadnoughts are never permanently assigned to any officer with a rank less than Captain. Any officer attaining the rank of Captain must be assigned a ship. With Starfleet's energetic notion of a Captain's duties, casualties leave many openings for ship commanders.

Notes: Fleet Captain is largely an honorary rank, a type of junior assistant flag officer; however, it is definitely a rank, and a Fleet Captain may give legal orders to any Captain, regardless of the relative seniority. (As with most military organizations: when two officers are of the same rank, the one with more years of experience at that rank is the commander.)

There is an 'invisible' rank in the table: Starship Captain. Although a Captain is technically just a Captain, there is a certain mystique about the commanders of the great Starships, the backbone of the Starfleet. Dreadnoughts are considered a sort of 'improved Starship' in this regard. Theoretically a Captain may assume command of a Starship upon attaining the rank of Captain, i.e., at 50000 EP. In fact, very few officers are given Starships until they attain at least 60000-65000 EP. Once appointed to Starship command, an officer is never asked to command any lesser vessel; an officer unable to deal with the admittedly overwhelming responsibility of Starship command will generally be transferred to a staff position, asked to resign, or (in extreme cases) be dismissed.

All the ranks and information presented are for line officers. Staff officers are rarely found in the field, and rarely do well, lacking the cultivated independence and resourcefulness of a line officer. Staff officers eventually, upon attaining the rank of Commander or higher, assume command of Starbases, outposts, and so forth. Player-characters will never be staff officers, unless transferred to such a position by the whims of the referee.

Now, about experience points . . . these are awarded for performing certain actions in the course of duty. Some EPs are awarded for failure; although Starfleet does not actually reward failure, a character will learn from it, and the character's subsequently-improved performance will be noted.

Repeated, disastrous failure, of course, will result in anything from reprimands (remember the associated 100EP

penalty) to court-martial and dismissal. Adjustments should be made by the referee for circumstances. Except for the 1 EP/day of service entry, all EP awards are split among all immediately-involved personnel. Leaders get a 10% bonus.

Example: Should an Ensign, through some miracle, single-handedly save a Dreadnought and her entire crew, during the Ensign's normal departmental duties, and being counted as leader, the EP would be calculated as follows:

Dreadnought Crew Departmental Duties Officer

$$[7500 + (500 \times 20)] \times 1.2 \times 1.1$$

or 23100 EP (see table below to figure out EP). However, rather than being miraculously jumped to Lieutenant Commander and placed in command of a Scout, the character would receive just 1000 EP and a promotion to Lieutenant. As well as, probably, a medal or six and a great deal of respect.

EXPERIENCE POINT AWARD TABLE

Task	Experience Point Award
per day of active service	1
per life saved	20
per life lost	5
ships saved:	
shuttlecraft	200
transport	2000
scout	2500
destroyer	3000
starship	5000
dreadnought	7500
per successful first contact	1000
per failed first contact	100
departmental duties	+20%

BONUSES AND SKILLS

The 'Bonuses' column of the Table of Ranks needs some explanation. Upon attaining a given rank, a character receives one or two (as specified) dice of bonus points for their attributes. Don't reach for the dice yet. Each die must be applied totally to one attribute. If this results in a score exceeding the racial maximum for that attribute (18 plus any modifiers listed for that species), the excess is lost.

Additionally, the points may be used to 'buy' skills from the Special Skills Table. The character reduces the amount of the bonus die or dice by the required amount and applies the remainder to any one attribute. An Ensign may reduce either or both bonus dice by any amount in order to buy a skill:

Example: An Ensign who rolled '3' and '5' for his bonus elects to buy a specific skill. This costs 6 points; the Ensign may reduce the first roll to '0' and the second to '2' in order to buy the skill, or the first to '1' and the second to '1,' or whatever, and apply the remaining amount of both dice normally.

The Hand-to-Hand weapons class is initially rolled for on D6: 1-3 is HTH-0, 4 is HTH-1, 5 is HTH-2 and 6 is HTH-3. At each promotion, there is a 10% chance that

HTH class will increase by one. In addition, the expenditure of six bonus points will buy an extra level of HTH skill, as if it were a special skill.

Special Skills: Starfleet expects its officers to be at least acquainted with all aspects of running a warship; the Academy gives a Cadet a broad background to function well in any department or position. However, each officer inevitably develops fields of specialization, and will tend to gravitate to positions requiring that skill.

All Ensigns (*before* applying bonus dice rolls) receive one special skill for each 3 points of mentality, rolled from the table below. Bonus points may be used to buy special skills; to buy a specific skill, the character must expend six bonus points. It is less expensive to buy the right to roll once on the table, which costs four points. Repeat occurrences of a given skill should be noted, and the increased knowledge of that field indicated.

Finally, a character, upon promotion, has a 5% chance, for each skill already known, to acquire an increase in understanding. The referee should take into account both fields and degrees of learning in determining whether a character knows or can do something during a scenario; lack of appropriate knowledge should not be penalized, in view of Starfleet's 'jack of all trades' approach to education.

SPECIAL SKILLS TABLE

D6/D6	Skill	D6/D6	Skill
1 / 1	Electronics	4 / 1	Physics
1 / 2	Computer	4 / 2	Chemistry
1 / 3	Warp Drive Theory	4 / 3	Psychology
1 / 4	Impulse Drive Thry	4 / 4	Sociology
1 / 5	Generator Theory	4 / 5	Communications
1 / 6	Sensor Theory	4 / 6	Information Theory
2 / 1	Instrumentation	5 / 1	Ecology
2 / 2	Navigation	5 / 2	Bacteriology
2 / 3	Tactics	5 / 3	History
2 / 4	Strategy	5 / 4	Linguistics
2 / 5	Political Science	5 / 5	Diplomacy
2 / 6	Economics	5 / 6	Anthropology
3 / 1	Ship Design	6 / 1	Life Support
3 / 2	Weaponry	6 / 2	Antimatter Theory
3 / 3	Contact Theory	6 / 3	Planetology
3 / 4	Logistics	6 / 4	Metallurgy
3 / 5	Astronomy	6 / 5	Exotic Survival
3 / 6	Biology	6 / 6	Transporter Theory

SHIPBOARD ASSIGNMENTS

Now that your Ensign exists and knows something useful, where is he/she/it assigned? Lets consult the Personnel column of the Ship and Personnel Table. (The Type column is mostly for the referee's use, during encounters; the two columns are different because the ship crew sizes are different.)

SHIP AND PERSONNEL TABLE

Ship	Type	Personnel
Starship	01-36	01-50
Destroyer	37-50	51-59
Scout	51-60	60-66
Transport	61-95	67-92
Dreadnought	96-00	93-00

Transfers are allowed, but frowned upon, and may not occur within one year of assignment to a ship, except as a result of a request by the Captain, or of a special hearing board convened by request of the transferring officer; the officer must demonstrate to the hearing board that some extraordinary cause exists, or suffer a reprimand, which causes the loss of 100 EP. This can be sufficient to drop a character in rank (although an Ensign will be dismissed rather than reduced to Cadet); bonus points are not lost, nor are skills. Attaining the lost rank again does not cause still more bonuses or skills to be gained. Most Captains will grant any reasonable request for a transfer.

The exact ship which a character will be assigned to must be determined by the referee, from the list in the *Starfleet Technical Manual*, by preference.

DEPARTMENT ASSIGNMENT

Upon assignment to a ship, a character will be assigned a department (use the Initial Department Table). The character will be given a post and a watch as well. The exact post is up to the referee; there are three eight-hour watches per day normally, with one watch on duty, one resting and one asleep. During Yellow Alert, the resting watch comes on duty; during Red Alert, all three watches are on deck.

The normal condition has no specific name; the phrase "Situation Green" is an unofficial code for "Situation not Green but I don't want them to know that." An alert called without a color involves just the normal operating watch, but with personnel moving to more critical posts. Double Red Alert is a Red Alert with personnel concentrating only on the most essential posts; it also indicates that the ship is in great danger. A Battle Stations alert is automatically considered a Double Red Alert, with crew positioned to maximize combat effectiveness. Each character should have a clearly-defined post for each of these states.

Post mobility is encouraged, so characters will quickly leave their initial positions for positions more suited for their skills. It should be noted that officers assigned to the Command Department function as aids, yeomen, and so forth; this department is considered to be something of an elite privilege and is much sought-after; however, positions are rarely open.

It is assumed that player-characters are the most energetic, motivated, and promising of a very energetic, motivated and promising lot; they will therefore tend to drift into bridge positions, especially during the First Watch — traditionally the Captain's watch.

INITIAL DEPARTMENT TABLE

% Roll	Initial Department	% Roll	Initial Department
01	Command	33-45	Medical
02-03	Helm	46-76	Engineering
04-05	Navigation	77-79	Communications
06-13	Ordnance	80-00	Security
14-32	Sciences		

AGING

Since Starfleet has recently repealed the mandatory retirement system, characters will not be retired for simple aging; however, if they become unfit for the further performance

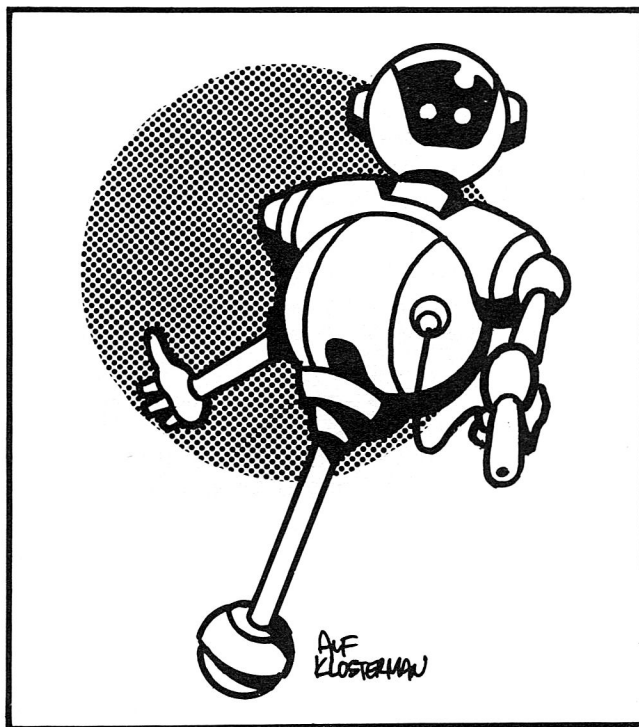
of their duties, they may be transferred to staff positions. It should be noted that Commodore April, who first questioned the mandatory retirement policy, remains on line duty despite being clearly no longer capable of physical acts he could once perform; since, as a Commodore, he commands squadrons of ships and rarely needs to join a landing party, he is deemed to be capable of fulfilling his duties.

For each species there is a critical age, beyond which the slow decay of faculties begins. The age is different for each species, and in all species is five years higher for females. Each year after passing the critical age, a character loses one point off a random attribute. When an attribute goes to zero, the character is dead of old age.

CRITICAL AGE TABLE

Species	Critical Age
Human	45
Vulcan	60
Andorian	40
Caiten	50
Edoan	45
Tellarite	40
Skorr	35

Note that species bonuses and promotion bonuses will tend to alter life expectancy somewhat.



SALARY

Now that you are earning a regular salary, what are you doing with it? Probably nothing; the game tends not to encourage spending, speculation and so forth. But, to provide a notion of how wealthy you are, we have provided the following Price List of things commonly available to the public and their cost in credits, plus some other, less common items for comparison.