

PRICE LIST

Item	Cost in Credits	Item	Cost in Credits	Item	Cost in Credits	Item	Cost in Credits
Aircar	5000	FTL ship	10,000,000/person	Medical Scanner	1500	Shuttlecraft	25,000,000
Antigravs	10,000	Filter Mask	15	Medikit	25	Singleship	10,000,000
Assault Rifle	1000	Flashlight	5	Medipouch	150	Sonic Disruptor	200
Automatic Pistol	500	Flex-Mesh Armor	1000	Needler	150	SMG	1000
Backpack	25	Formal Dress	500	Nylon Line	1/meter	Spacesuit	500
Belt Light	25	Good Meal	5	Orbital Home	250,000	Starship	50,000,000,000
Biocomputer	2500	Gyrojet	150	Out-System Ticket	5000	Submarine	50,000
Bow	50	Hardback Book	5	Paperback	1	Tape Book	2
Bulletproof Vest	75	Holo Ticket	4	Parka	15	Telefocals	50
Calculator (=HP 41C)	100	House	50,000	Phaser-1	100	Torch	15
Camera	25	In-System Ticket	500	Phaser-2	200	Translator	1500
Chronometer	20	Invingoscope	5000	Phynburger	1500	Transponder	1000
College Education	25,000	IR Goggles	20	Police Stunner	100	Transport	33,000,000,000
Combat Knife	20	Jumper (STL)	10,000,000	Police Web	500	Tribble	10
Communicator	50	Jump Harness	5000	Powerpack	10	Tricorder	5000
Computer (=360/91)	1000	Kinetic Shield	1000	Revolver	500	Uniform	500
Crossbow	100	Laser Beacon	500	Rifle	500	Vibroblade	300
Cutter Beam	500	Laser Pistol	200	Room & Board	500/month	Vibrosword	1000
Dagger	10	Laser Rifle	300	Sample Pouch	2	Visor	25
Decontamination Suit	400	Lifebelt	100	Saurian Brandy	50/fifth	Voder	150
Destroyer	25,000,000,000	Life Mask	100	Scotch	10/fifth	Yacht (aquatic)	50000
Disruptor I	500	Macrosuit	400,000	Scout	25,000,000,000		
Dreadnought	75,000,000,000	Magnetic Probe	2000	Shipsuit	50		

It should be emphasized that, unlike most RPGs, characters in *The Final Frontier* are not expected to buy their own equipment; equipment will be issued to them when they need it. Typically, this means Phaser-2 for landing parties on unknown worlds and Phaser-1 for shore leave or worlds with an aversion to personal weaponry. Each landing party will usually have one or two tricorders as well.

Other equipment is issued only for unusual circumstances. Senior officers (Lieutenant Commander and up) may draw out whatever items they desire — within reason. However, for example, a Starship Captain who never leaves the ship unless he or she is armed and armored like a cross between a Mobile Infantryman and a Jedi Knight will suffer a loss of charisma due to suspected cowardice.

THE REFEREE'S ROLE

The referee has two primary tasks: creating the ship the player-characters are on, and creating the scenarios they run through.

The type of ship has already been determined, from the Ship and Personnel Table. The name can be determined by selecting one from the appropriate page of the *Technical Manual*. The predominant race of the crew may be rolled, if desired, on the same table.

Starfleet places considerable emphasis on standardization of ship design, thus a simple scrambling of the *Enterprise* plans will produce surprisingly accurate results.

CREATING THE SENIOR STAFF

The senior staff will have to be created from scratch, since the player-characters are initially too low in rank to be important to the ship.

There are eight major staff positions, representing the eight major departments; Ordnance is considered a sub-department of Engineering. Each major department has a department head or Chief. The command Department has two officers of importance: the Captain and the Executive Officer. To determine the rank of each of these people, consult the following table:

RANK POSITION TABLE

Bridge Position	Lieut	LtCmdr	Cmdr	Capt	FCapt	Comm
Captain*	—	1	2	3-4	5	6
Engineering	1	2-4	5-6	—	—	—
Medical**	1	2-4	5-6	—	—	—
Helm	1-3	4-5	6	—	—	—
Navigation	1-3	4-5	6	—	—	—
Communication	1-2	3-4	5-6	—	—	—
Security	1	2-4	5-6	—	—	—
Exec Officer***	1	2-3	4-6	—	—	—

*On Starships, Dreadnoughts, never less than full Captain.

**never in chain of command.

***never less than any other officer.

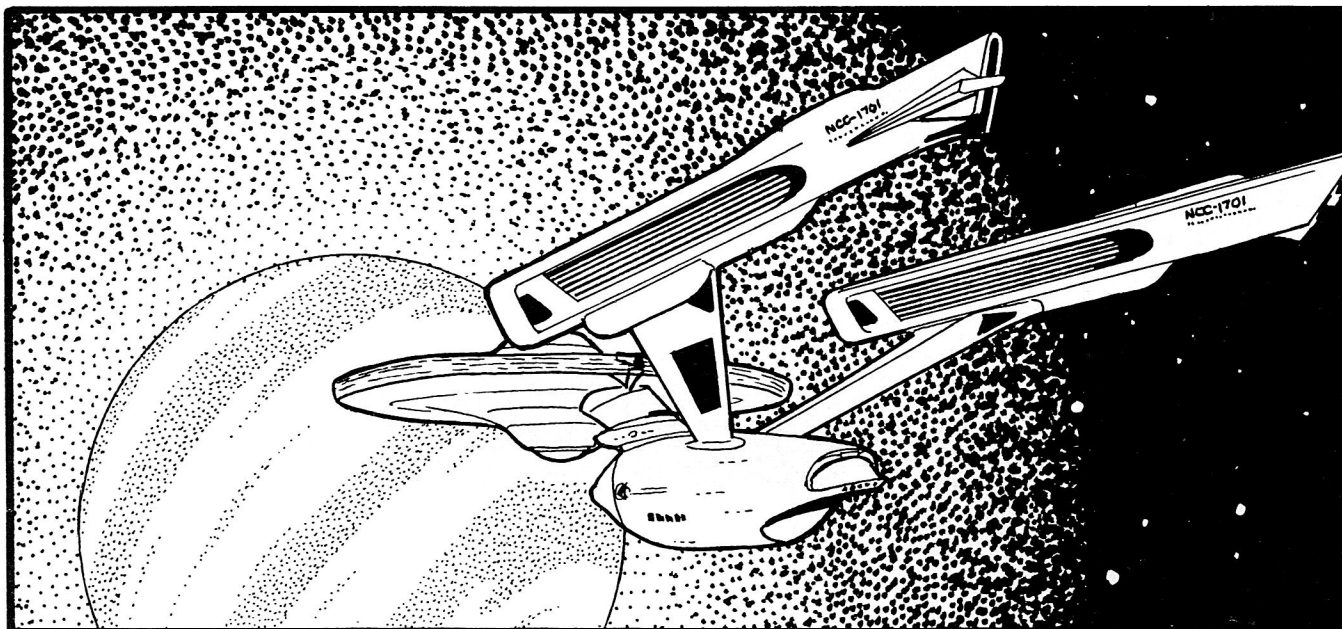
The department heads are also normally the Bridge officers during the First Watch, although this varies as the Captain puts promising young officers on his Watch to examine them. Captains of ships massing less than a Starship are never higher than the rank of full Captain. This implies that Fleet Captains and Commodores may never command any ship but a Starship or Dreadnought.

ATTRIBUTES

Attributes for staff officers are rolled on 3D6, plus one bonus die of 1D6 for each level of rank above Ensign and below Commodore; each bonus die is applied entirely to one random attribute, with excesses over species maximum being lost. The Hand To Hand class is rolled as for new characters, but with a die-modifier of +2. Each staff officer also gets one special skill (and every other one thereafter) as appropriate to the officer's staff position (e.g., the Chief of Communications, with four special skills, gets Communications skill with one level of extra understanding). Remaining skills are rolled randomly. For the Captain and Exec, all skills are rolled randomly.

SPECIES AND SEX

The species of the officer depends on the post, rolled below. In ships of predominantly one species, the referee's



choice determines whether the senior staff positions are of that species or rolled.

POSITION AND SPECIES TABLE

Position		Hum	Vul	Andr	Cait	Edo	Tel	Skor
Captain		01-70	71-80	81-88	89-91	92-94	95	96-00
Exec Off		01-60	61-75	76-85	86-88	89-91	92-93	94-00
Sci Off	1	01-60	61-82	83-90	91-93	94-96	97	98-00
Eng Off	2	01-60	61-70	71-80	81-85	86-90	91-95	96-00
Med Off		01-50	51-75	76-83	84-88	89-93	94-95	96-00
Helmsmn	3	01-45	46-55	56-65	66-75	76-85	86-90	91-00
Navigator	4	01-40	41-50	51-60	61-70	71-80	81-90	91-00
Comm	5	01-50	51-60	61-70	71-80	81-90	91-95	96-00
Security	6	01-40	41-45	46-65	66-70	71-75	76-85	86-00

25% chance Executive Officer has second major staff position if so, roll D6 to see which, above.

The sex of the major staff officers is rolled as an even chance for male and female. This procedure may be followed in generating player-characters as well.

CHAIN OF COMMAND

The chain of command starts with the Captain and goes through the Exec (or First Officer); after that, it generally goes by rank and then seniority of the First Watch Bridge Officers, since they are the ones who have to take command in emergencies. Higher ranking or more senior officers may be on the ship, but during a crisis they are in no position to give orders. Also, the officer who currently is in command may be virtually anyone on the Bridge; Captaincies tend to rotate between their Bridge officers when they leave someone in charge, so that all Bridge officers have at least some experience with command duties.

SCENARIOS AND PLANETS

Scenarios generally take place on planets. Although some scenarios require a certain type of planet, others can work equally well on a wide variety of worlds, so the referee may wish to randomly create a world rather than spend a lot of effort creating one from scratch. In addition, if the referee is short on scenarios, a randomly-rolled world may suggest a scenario.

WORLD GENERATING

A planet's diameter is the first thing to be rolled for. It is equal to $(1D20 \times 1000) + 1D1000$ kilometers.

Using the diameter as a base (in kkm, kilokilometers, or 100's of kilometers), the atmosphere is then rolled.

PLANET DIAMETER AND ATMOSPHERE TABLE

Type	Diameter (kkm)			
	0-4	5-9	10-14	15+
None	1-6	1-4	1	1
Trace	7-9	5-7	2-3	2
Attenuated	10	8-9	4-5	3
Thin (M)	—	10	6-7	4-5
Standard (M)	—	—	8-9	6-7
Thick (M)	—	—	10	8-9
Oppressive	—	—	—	10

(M) indicates breathable atmosphere, hence Class M world. Examples: None = Luna; Trace = Mars; Attenuated: respirators needed; Thin Standard, Thick: Class M planets; Oppressive: lifebelts or more required.

Surface water percentage depends on the planet's diameter (in kkm) times 5, plus 1D20 if the atmosphere is thick, minus 1D20 if the atmosphere is thin. If the atmosphere is attenuated, the percentage is 1D20. If the atmosphere is oppressive, the percentage is 1D100. All other atmospheres have no surface water at all.

Temperature is determined by a roll of 1D10: 1 is frigid (sub-zero C); 2-3 is cold (1-10 C); 4-7 is temperate (10-30 C); 8-9 is warm (30-40 C); 10 is hot (40+ C).

Population depends on whether the planet is class M or not, plus a random factor:

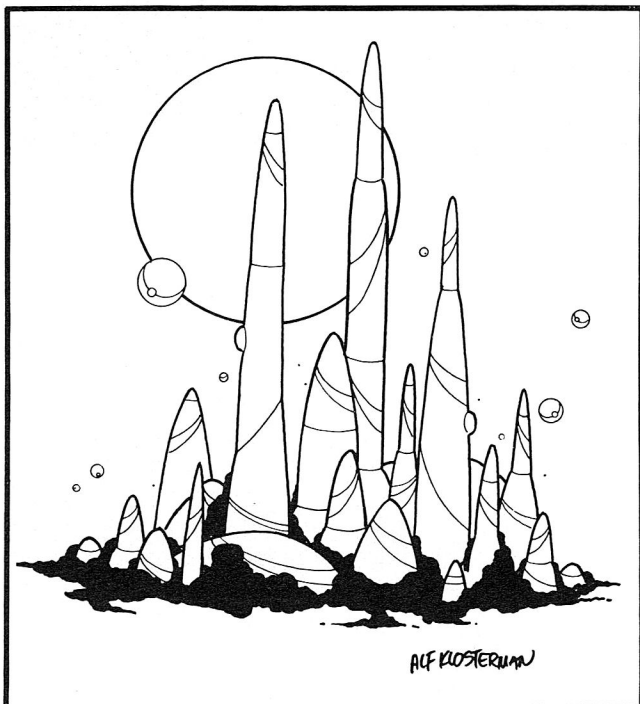
POPULATION TABLE

Class M	Other	Population	Class M	Other	Population
1	1-2	$1D10 \times 10^3$	7-8	9	$1D10 \times 10^7$
2	3-4	$1D10 \times 10^4$	9	10	$1D10 \times 10^8$
3-4	5-6	$1D10 \times 10^5$	10	1	$1D10 \times 10^9$
5-6	7-8	$1D10 \times 10^6$			

The species of the population is randomly determined. Consideration of the environment should be made; Vulcans, for example, would not consider a Class M planet to be habitable if the temperature was less than 30 C or thereabouts.

FAVORED SPECIES ON PLANET TABLE

Roll D100	Species	Roll D100	Species
01-40	Human	56-60	Edoan
41	Vulcan	61-65	Tellarite
42-50	Andorian	66-70	Skorr
51-55	Caiten	71-00	Other



The final item to be rolled for is the level of technology enjoyed by a planet. This depends on its type, and is measured by three indices: the most efficient source of energy available to the locals, whether they have attained slower-than-light (STL) space travel, and whether they have attained faster-than-light (FTL) space travel.

PLANET TECHNOLOGY TABLE

Class M	Other	Energy	STL	FTL
1	—	none	no	no
2	—	wind	no	no
3-4	—	coal	no	no
5-6	—	oil	no	no
7-8	1-4	fission	yes	no
9-12	5-10	fusion	yes	no
13-16	11-16	fusion	yes	yes
17-19	17-19	antimatter	yes	yes
20	20	advanced	—	unknown

Only a single roll for technology is made; do not roll separately for each index. The Federation of Planets and the Klingon and Romulan Empires are at the anti-matter/yes/yes stage.

One last table. As is common knowledge, a starship's velocity in multiples of the speed of light is equal to the cube of its warp number, ranging from Warp 1, the speed of light, through Warp 8, 512 times that speed. For a *Constitution* Class Starship, as well as most other Federation craft, Warp 6 is the maximum safe cruising speed; Warp 8 is the maximum speed if you don't mind ruining your engines. How long a ship can sustain Warp 7 or Warp 8 depends on numerous factors, such as the skill of the engineer, and blind luck. Dreadnoughts are the fastest Federation ships in existence; they can sustain Warp 8 indefinitely, and their maximum speed is Warp 10 — 1000 times the speed of light. To avoid extra calculation, we hereby present a table with some typical distances on one axis and various warp speeds on the other, showing the time required to traverse that distance. 'y' stands for years, 'd' for days, and 'h' for hours.

WARP SPEEDS TABLE

Distance	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
1 LY	1y	46d 13d	6d	3d	41h	26h	17h	12h	9h	
2	2y	91d 27d	11d	6d	3d	2d	34h	24h	18h	
3	3y	137d 41d	17d	9d	5d	3d	2d	36h	26h	
4	4y	183d 54d	23d	12d	7d	44d	3d	2d	35h	
5	5y	228d 68d	29d	15d	8d	5d	4d	3d	2d	
6	6y	274d 81d	34d	18d	10d	6d	4d	3d	2d	
7	7y	319d 95d	40d	20d	12d	7d	5d	4d	3d	
8	8y	365d 108d	46d	23d	14d	9d	6d	4d	3d	
9	9y	411d 122d	51d	26d	15d	10d	6d	5d	3d	
10	10y	456d 135d	57d	29d	17d	11d	7d	5d	4d	
11	11y	502d 149d	63d	32d	19d	12d	8d	6d	4d	
12	12y	548d 162d	68d	35d	20d	13d	9d	6d	4d	
13	13y	593d 176d	74d	38d	22d	14d	9d	7d	4d	
14	14y	639d 189d	80d	41d	24d	15d	10d	7d	5d	
15	15y	684d 203d	86d	44d	25d	16d	11d	8d	5d	
20	20y	3y	270d 114d	58d 34d	21d	14d	10d	7d		
25	25y	3y	338d 143d	73d 42d	27d	18d	13d	9d		
30	30y	4y	406d 171d	88d 51d	32d	21d	15d	11d		
35	35y	4y	473d 200d	102d 59d	37d	25d	18d	13d		
40	40y	5y	541d 228d	118d 68d	43d	29d	20d	15d		
45	45y	6y	608d 257d	131d 76d	48d	32d	23d	16d		
50	50y	6y	676d 285d	146d 84d	53d	36d	25d	18d		
100	100y	13y	4y	570d 292d	169d 106d	71d	50d	37d		
200	200y	25y	7y	3y	584d 338d	213d 143d	100d	73d		
300	300y	38y	11y	5y	2y	507d 319d	214d 150d	110d		
400	400y	50y	15y	6y	3y	676d 426d	285d 200d	146d		
500	500y	63y	19y	8y	4y	2y	532d 356d	250d 183d		

A discrepancy should be noted here. The above table reflects the performance of Starships as set forth in the series premise. The performance of the *Enterprise* during the show and the performance implied by the map of the Galaxy in the *Technical Manual* are, respectively, greater and much much greater.

If you have any questions, comments, changes, or additions, write them up and send them to *Different Worlds*. □