

Star Trek Starfleet Marines

A Sourcebook for FASA Star Trek by John Strickler



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Forward

The Starfleet Marine Corps shall be organized, trained, and equipped to provide Fleet Marine Forces of combined arms, together with supporting aerospace components, for service with the fleet in the seizure or defense of advanced bases and for the conduct of such space or planetary operations as may be essential to the prosecution of a campaign.

Starfleet exists to conduct prompt and sustained combat operations in space and project power throughout Federation space as necessary. In support of Federation interests, Starfleet is charged with three main functions-space control, power projection, and strategic space transport. Closely aligned with these operations are various other roles of Starfleet -deterrence, defense of the Federation, commerce protection, and presence.

A measure of control of the space is essential to the successful execution of all Fleet roles and missions. Space control is simply the ability to use space more freely than the enemy does. Deterrence is prevention-preventing an attack from occurring. Defense of the Federation involves a "forward offense" of taking the fight to the enemy and away from the Federation. Power projection is the application of space-based power, whether that power lies in Starship based space strikes, or the landing of Marines or other Special Forces. Commerce protection is keeping our resource and supply lines of communication open while closing those of the enemy. Presence is the execution of influence in conditions shy of combat, to encourage others to take action we desire, or to discourage them from taking actions that are not in our best interests.

In contrast, as an expeditionary-combined arms unit, in full force readiness, the Marine Corps must provide forces that can be rapidly deployed for contingency missions to support Federation security objectives. The Marine Corps' primary mission is to provide fleet marine forces of combined arms, including integrated aerospace, ground and logistical components, for service with the Fleet as part of a Mobile Marine Task Force (MMTF). In these two dimensions, the expeditionary focus and the combined arms concept make the Marine Corps a unique military organization. No other Federation military organization is trained or equipped to conduct space born planetary assaults and subsequent operations on planet on the same significant scale.

The Marine Corps may serve in purely planetary campaigns, but is organized primarily as a Fleet expeditionary force-in-readiness. The Marine Corps' portion of this joint force is to function essentially as a highly integrated command aerospace-ground-logistic expeditionary force capable of executing a full range of operations. Inherent to the successful execution of the Marine Corps' mission is its affiliation with the strategic and tactical flexibility of Starfleet and Marine aerospace forces. Recently within the last twenty years, the Marine Corps added a new facet to their operations and began forming their own Taskforces and taking the lead as a First Response Force throughout the Federation, adding the ability to take on a broader role in the defense of the Federation and allowing Starfleet Military Operations Command to expand its resources in service to the Federation.

Starfleet Marine Corps Missions

The Starfleet Marine Corps are utilized in many different ways during missions both on starships and on their own. Specialty training exists for some of the missions that a Starfleet Marine is expected to undertake, but the majority of the missions, any Marine can participate in.

This is not a comprehensive list. Each Marine can also be assigned to different departments on a temporary basis, depending on any specialized training

Military Assault

Every Marine in the Starfleet Marine Corps is qualified as an infantryman; as such, they are the ideal ground troops out of all Starfleet departments, surpassing Starfleet Security in effectiveness on the ground. Marine forces are the first boots on the ground during many of the major operations over the last few decades, including the First Battle of Chin'toka and the retaking of Betazed during the Dominion War, and the retaking of Cestus 3 during the Federation-Gorn War of 2383. Military assault troops also participate in peacekeeping actions, protection of indigenous peoples during humanitarian missions, when the threat assessment is high. The Starfleet Marine Corps is used during various missions within the Federation and outside the Federation when requested.

Anti-Piracy/Counter-Insurgency

Starfleet Marine Corps mission is to disrupt piracy and armed robbery at space and to engage with regional and other partners to build capacity and improve relevant capabilities in order to protect Federation-wide maritime commerce and secure freedom of navigation, by combating all forms Piracy. Starfleet Marine Taskforces provide a rapid response to all acts of piracy within Federation space and in ally space if need. The Starfleet Marine Corps counter-insurgency program is designed security measure designed for a hypothetical revolt by Anti-Federation Terrorist and insure the security of all member worlds. While Members of the Federation are allowed to leave the Federation, The Counter-Insurgency policy is enforced to make sure that Starfleet Resources and Personnel cannot be used against the Federation.

Humanitarian Aid

"Humanitarian relief is increasingly a core task for the Federation's defense forces." The surprise and devastating nature of natural catastrophes and wars invokes a call for a massive coordinated reaction on short notice. While the primary responsibility for disaster response lies with civilian agencies at Local, Planetary and Federation levels, only the Starfleet and in turn Starfleet Marine Corps have the valuable manpower, equipment, training and organization necessary to gather the relief effort required during catastrophic incident recovery. There are areas where armed forces unquestionably can offer unique capabilities, primarily in transport, logistics and the ability to deploy immediate help.

Embassy Protection and Presidential Security Detail

The Starfleet Marine Corps has the prestigious honor of being the department selected for all Federation foreign embassies as the main protection force and security, as well as responsible for all Federation presidential security details for the President and cabinet at the capital in Paris, France. This particular function has been disputed with Starfleet Security. A Federation Presidential mandate as of 2380 extends this arrangement for another Twenty years, when this duty will be studied and reviewed further.

Special Forces Operations

Special Forces is a small branch of the Starfleet Marine Corps, but important. Unlike main military assault operations, which are often large-scale and public, Special Forces missions are generally classified and small, using subtle moves and surgical strikes to complete objectives for the Federation which the public is usually unaware of until after the operation is complete, if at all. Out of the roughly five million Marines in Starfleet, only about 150,000 of them are involved with Starfleet Marine Special Forces.

Planetary Search and Rescue

Not all Marine Corps jobs involve fighting. The Marine Corps are involved in many Search and Rescue operations in hostile terrain. Marine training is such that they must be able to survive in many hostile environments; many of these people are perfect for searching planets where traditional scanning technology is inhibited, or the area is physically hard to reach to extract people. Marine groups are perfect for these types of operations. In addition to the standard basic training, Marines must pass advanced first aid courses and a three month survival course.

Starfighter Piloting

Working jointly with Starfleet Starfighter Corps, the Marines operate wings of Peregrine Class Starfighters and Yellowstone Class runabouts to assist Marine operations in space and on the ground, when starships are not around to support ground operations. Marine flight officers also drive landing craft for the Starfleet Marine Corps. In order to qualify, in addition to the basic

Marine training, starfighter pilots must complete flight training, survival, and advanced starfighter combat classes. Marines in this role use the white Starfighter Corps undershirt, but still report to the Marine Corps in an operational capacity.

Starship Operations

Starfleet has continued to support the Starfleet Marine Corps by assigning several line starships to the Marine Corps. These generally are retrofitted regular starships, with most of the science and family facilities eliminated to accommodate a Marine crew. These ships are generally not tasked with science or exploration duties, but are usually the first to be called on for defense, peacekeeping or humanitarian missions. In addition, groups of Marines have been recruited by Starfleet Operations whom have shown leadership skills that are well suited to be in different departments serving on Starfleet ships. Retaining their Marine rank, they generally wear the collar of the department they are assigned to and have specialized training and a MOS number to reflect their position. It is not unheard of for Marines to become commanding officers of Starships and Starbases, task forces or even fleets, though the general number of Marines in command is far outweighed by regular naval officers. These officers may elect to wear either command red shirts under the Marine green uniforms, as they have been seen to earn that right through many years of service.

Starfleet Marine Corps History

2063-Following First Contact with the Vulcans, several powerful surviving Earth governments merged into an organization called United Earth. Among the first actions taken by this group was to create three organizations for the defense and reconstruction of Earth; the three organizations being, United Earth Starfleet, United Earth Space Probe Agency, and the Military Assault Command Operations. The Military Assault Command Operations, or MACO, was a pure military group created from some of the militaries of the countries that joined the United Earth. There were however several hold outs, citing that not all countries have joined the United Earth and thus were still needed. However, in actuality they were fighting to keep their individuality and history that they have fought so hard during World War III to keep.

2150 -The last independent countries join the United Earth, following this the United Earth forced all remaining earth bound militaries into one of the three organizations. The last Commandant General Robert Casey gave a heartfelt and rousing speech on the Marines new battlefield... space. As with most earth militaries they were absorbed into the United Earth's three organizations, the majority of the marines that did not retire or resign joined the Military Assault Command Operations. This brought a strong and organized force into the MACO as it was poorly organized and badly managed by the Commander of MACO, General Henry Oliver. As General Casey filed his retirement, he was offered and accepted command of MACO to organize it into a real and able force for Earth. General Robert Casey officially assumed command of the Military Assault Command Operations. It was as he wrote later in his biography, "One of the biggest clusterfucks of organization he had ever seen." Since the MACO was formed by joining different military elements, there was great confusion on structure, organization and rank. His first official action was to institute a unified rank structure, the same one still used today. He then created three elements under the MACO to organize it for use. First is Training and Doctrine Command or TRADOC, next was Special Forces Command, or SOCOM, and then Infantry Command or INCOM. Knowing he was creating a fighting force for a purpose never needed before on Earth, that of combat off the planet, General Casey chose the people to head up these elements well and gave them each a clear and defined directive. For TRADOC, he selected Lieutenant General Derek Cunningham from the former United States Marines, his orders were to create and maintain a training program that would prepare MACO soldiers for combat both on and off Earth. For SOCOM he selected Lieutenant General Bruce McAnders, veteran of the British Special Air Service or SAS, his orders were to work with TRADOC to create a training program for small commando teams to be utilized in areas that large formations couldn't, then organize the teams. For INCOM, he selected Lieutenant General Andrew Sheppard from the former Australian Army, his orders were to work with TRADOC to create training programs for all needed functions of the MACO INCOM and organize all fighting forces into divisions for deployment. As Earth was no longer was no longer involved in global conflict, General Casey had to fight hard for the funding and support he needed to get the MACO on track.

2153-The Xindi attacked Earth and ushered in a wave of fear unknown on Earth for decades. The United Earth government passed legislature that empowered both the MACO and Starfleet to expand in order to prevent another attack. Before his departure from for the Delphic Expanse Captain Archer requested a MACO detachment for his ship, which surprised many due to the tense relations and drastic differences between the two organizations. The MACO team dispatched to Enterprise under Major Haynes was a MACO SOCOM team.

2154-General Casey reorganized the MACO much like the United States Marine Corp used to be, and perform the same functions. Upon his return from the Delphic Expanse, Captain Archer requested that a MACO detachment remain on his ship and recommended it be standard for all Starfleet vessels that will operate outside Earth controlled space. The Romulan Marauder Incident, General Casey knew there would be war with the Romulans and began reading the MACO for it.

2155-Following the foundation of the Coalition of Planets, General Casey took two historic trips. For Six months he was on Vulcan observing and learning from the Vulcan High Command's Special Forces. General Casey then travelled to Andor as a guest of Commander Shran, with whom we formed a strong friendship with, to observe the training and military capabilities of the Imperial Guard. He watched closely and learned well, taking this information back to Earth to be implemented into MACO training. MACO training now added a strong starship element were as before they were focused on only fixed locations. MACO troops could now act as a second security force on Starfleet ships if requested by Starfleet Command. This training would come to be of great assistance in 2156 when the Romulan Star Empire and the United Earth declared war. When the war broke out General Casey was quickly recognized as a strategic asset in the United Earth due to the fact he has been preparing for this war for several years. MACO detachments became standard on all Starfleet ships and stations that could support them in order to repel Romulan boarding actions, which we found out later was useless because Romulans don't take prisoners and never once boarded a Starfleet ship, at least not one that ever survived to report it. In 2157, by order of the United Earth government, General Casey was promoted to Field Marshal for his extensive work in fortifying United Earth installations to repel any attempts at invasion; he would be the only MACO to achieve this rank.

2160-The Earth – Romulan War ended, no United Earth Planet fell to Romulan forces, but the death toll was still extremely high. Marines did not play a significant part in the war because the Romulans never penetrated far enough into Earth Space to encounter them in significant numbers. The largest part marines played were a deterrent to invasion.

2161-The United Foundation of Planets was founded and the United Earth Starfleet and Military Assault Command Operations would be absorbed into this new group. Starfleet became a defensive and exploratory organization the MACO was chosen by the Federation Council to remain a purely military force. The newly-formed Federation Council, in one of its first acts, establishes Starfleet, drawing initial personnel, ships, and equipment from the Earth Starfleet, the Vulcan High Command, the Andorian Imperial Guard, and other member space forces - all of which still remain in existence as local defense forces. The MACO from Earth, along with its counterparts from other Member Governments, is merged and folded into the new Starfleet as the Starfleet Marine Corps, established with the duties of the oversight of colonial defense forces, the conduct of ground combat operations in time of war, and the oversight of member government planetary defense forces. General Michael Casey of Earth, former Commanding Officer of the MACO is appointed the first Commandant of the Marine Corps, with a seat on the Joint Chiefs of Staff. Fleet Admiral Jason Locke of Earth, former Chief of Staff of the Earth Starfleet, is appointed as the Chief of Staff of Starfleet, ex officio the Chairman of the Joint Chiefs of Staff, and primary advisor to the Secretary of Starfleet and the President of the UFP. SFMC continues the MACO practice of providing detachments to Starfleet vessels. This was to appease the more militaristic members such as the Andorians and even much of Earth, with fresh memories of the Romulan War and Xindi attack. Field Marshal Casey was selected to be the first Commandant of the newly named Federation Marine Corp, and yes he had a lot to do with the names. They are called the Federation Marines because the Vulcans refused to allow any one organization to hold complete military power, the domination of the Vulcan High Command was a lesson they learned well. Starfleet had the ships were deployed outside of Federation Space whereas the Marines were only a planetside organization and not deployed outside Federation Space except for war. The Federation Marine Corp was organized as a peacetime garrison force and as a wartime assault force. Several names were changed due to the expansion of the Corp, TRADOC became TRACOM with the same mission as before, INCOM was disbanded and in its place Forces Command or FORCECOM was created to oversee all Marine forces, and SOCOM was placed under FORCECOM. The last change was the Marines were given roughly a dozen cruiser sized vessels to transport their divisions. They were not armed on level with Starfleet cruisers, and were crewed by Starfleet personal but were under the command of the Marines.

2180-Thirty years after taking command of the MACO Field Marshal Casey retired from active service at the age of 75. The military term Field Marshall was retired with him and was replaced with the old United States Marine Corps term of Commandant as being the Highest rank in the Starfleet Marine Corps.

2189-Starfleet and Starfleet Marine Corps reorganize the "shore establishments" drastically. SFMC headquarters moves from Horse Guards (Whitehall), in London, Earth, to San Francisco, co-locating with Starfleet Command. The training of Starfleet and SFMC officers are combined in Starfleet Academy. The Federation Military Cemetery is founded on a 400-acre parcel in San Diego on Earth, with the Wall of Heroes on Andoria also serving as a focus on Federation remembrance.

2201- Starfleet Marine Corps decided to remove Marines from Starfleet vessels in light of poor recruitment from other Federation member worlds, the SFMC focuses on the defense of colonies, outposts and starbases.

2218-The beginning of a long period of cold war with the Klingon Empire diverts SFMC focus from their traditional role as guardian of the colonies along the Romulan Neutral Zone, forcing a new emphasis on the oversight and support of colonial defense forces and planetary defense forces, and leading to a slow expansion of the Marine Corps; by 2265, Marine end-strength has grown by nearly 50%.

2223-Tensions between the Klingon Empire and Federation escalated. All Marines began training against mock Klingon targets and Klingon weapons to be ready to counter the weapons and tactics they would face should war occur. In 2266 tensions and border skirmishes between the Empire and Federation were reaching their peak and the President of the Federation ordered General Roger Zane, the Marine Commandant, to mobilize three divisions to the border colonies to strengthen defenses and prepare them for the impending Klingon Invasion. The Marines knew this war would be fought greatly by them because the Klingons like war and often engaged in ground combat. Shortly after those orders were sent General Zane was called to an emergency session of the Federation Council, the Romulans were back. The starship Enterprise had sent in their report on the destruction of Neutral Zone outposts and encounter with a vessel that could cloak itself from sensors. The Council issued a directive to Zane to mobilize two divisions for deployment to the Neutral Zone to increase defenses and possible war. With the possibility of a two front war General Zane was ordered to have all marines at the highest readiness status.

2267-The Klingon Empire issued an ultimatum to the Federation, withdraw all forces from contested areas or it would be war. Knowing the Klingons wouldn't wait, Starfleet and the Marines were put on wartime status even before the Klingon's war declaration. As Starfleet moved to repel the Klingons from Organia, for the first time since the Earth-Romulan War Marines were on

starships. The taskforce's constitution cruisers each carried a company of marines to defend the ship, board and capture enemy ships, and liberate Organia. Following the Organian Peace Treaty, the Marines stood down but under direct orders from the President, were not recalled from deployment.

2293-The Klingon moon Praxis exploded. The destruction of Praxis removed the Klingon's ability to make war because it was the key energy production facility in the empire's war machine. This incident caused a large debate within the Federation and its organizations. Starfleet was split between wanting peace and to conquer the Klingons to keep them from becoming a threat again. While in route to Earth for a peace conference Chancellor Gorkon was assassinated on his ship and Captain Kirk and Doctor McCoy beamed over to help and were taken prisoner when he died. When Captain Kirk and Doctor McCoy were taken prisoner and sent to Rura Penthe, Starfleet and the Marines created 'Operation Retrieve' to rescue them. This operation was never launched because President Ra-ghoratreii said the operation would trigger a war. But the plan was for a small task force to breach Klingon space and reach the prison and for Marine Strike Teams to assault the facility and rescue the prisoners. Following the signing of the Khitomer Accords there was a great deal of heated debate within the Federation, Marines and Starfleet. With the Federation at peace with one of its greatest adversaries several Federation Councilors put forward a motion in the Council to reduce the strength and funding of the Marines and Starfleet. The motion was ended with the huge amount of defense put up and the fact that the Romulans were still a possible threat. However both organizations, Starfleet and the Marines knew that once the Romulans were out of the way this drive to cut back military strength would return and both started making plans.

2311-One of the most pivotal points in history since the signing of the Khitomer Accords and would leave a mark on the Federations for generations to come, the Tomed Incident. The Federation, Klingon, and Romulan governments were meeting to discuss a treaty on arms limitations, such as the banning of metagenic weapons. Fueled by hatred and rage against humanity and in particular Captain John Harriman, Romulan Fleet Admiral Aventeer Vokar drove the Romulan Flagship Tomed through the Neutral Zone toward the Federation listening posts in the Foxtrot Sector, which was one of the key lines of defense against a Romulan Invasion. Upon arrival while still in warp he breached his warpcore, a quantum singularity. The end result was the complete destruction of the Foxtrot sector and all outposts, along with the USS Agamemnon, over five thousand lives lost in total. Also lost was the 15th Marine Division which was stationed there to bolster defenses on the Neutral Zone. In remembrance of their deaths, Commandant Chrystal Rodgers retired the Division, its colors and standards. Following the signing of the Treaty of Algeron and the Romulan Empire withdrawing from the public eye the Federation once again talked about reducing military expenditure.

2311 to 2355-The Federation was at a long standing state of peace. During this time the Federation council pushed for less military strength and a return to the roots the Federation was founded on, peaceful exploration and relations with other species. During this time Starfleet began retasking their ships but saw little loss due to the fact they had peace time applications. The Marine Corps however suffered greatly, it was reduced from 40 operational divisions to 25, and had half of its deployment cruisers mothballed. Battle wasn't the only thing the Marines were used for. When a Federation member asked for a peacekeeping force to enter their planet, the Marine Corps was asked in to represent the Federation. Marines were first used as the first line of defense for all Federation embassies scattered around the galaxy, in a joint operation with Starfleet Security Starfleet Intelligence, still make up Federation Embassy Security to this day. Federation Council votes by a slim margin to increase the funding available to the SFMC in light of its recent difficulties in manning her ever increasing military commitments. During this time the Marine Corps is still far too small to deploy any of its personnel aboard Starships.

2355-The border wars with the Cardassian Union began. Commandant Shran El'Zenra mobilized 5 divisions to the border for enhanced defenses. However due to the lack of deployment cruisers, once set on a planet it was difficult and time consuming to move the divisions, as a result the Marine were not as able to defend the colonies as they should have been.

2357-All Marines were recalled back to their headquarters. The Federation Council once again cut back on military expenditure, and virtually disbanded the Marine Corp. With no force able to challenge Starfleet, and the Marines having not been a decisive force since before the Organian Peace Treaty the Marine Corp was reduced to 10 divisions strategically placed at core Federation Worlds, and would have to rely entirely on Starfleet for deployment. Commandant Shran El'Zenra resigned in disgust. The border wars continue until 2367 but Starfleet refuses to bring Marines forward claiming they are fully capable of handling the problem.

2361-The SFMC elite troop formations within the Federation to deal with specific occurrences, such as Covert Operations in a time of war, Hostage Rescue, VIP protection and many more, it is estimated that these formations will be ready for combat by 2370.

2367-Starfleet was massacred at Wolf 359 and a Borg cube entered Earth Orbit. The 1st and 2nd Marine Divisions were forced to watch helpless from their headquarters on Luna and Titan. With Starfleet unable to deploy them they could not move to defend Earth. One month after the Battle of Wolf 359 the Federation Council voted to rearm the Marine Corp. For the first time in decades Starfleet was unable to handle an opponent, and the Marines were again needed. The size of the Corp was greatly expanded to 45 operational divisions. General Remona Fitzgerald

took command of the Marine Corp with orders to once again make it the Federation's premier military force. When the Klingon Civil war broke out, the Marines were still rebuilding so they sat out that particular event.

2369-Tensions rose between the Cardassian Union and Federation. The Marines once again empowered and armed with deployment vessels were mobilized and sent to reinforce the border. Commandant Fitzgerald was confident that the Marines would perform well should war again break out.

2370-Tensions continued to rise as the Maquis began raiding Cardassian outposts. Marines were sent to garrison some Federation colonies known to support the Maquis to prevent aid to the terrorists. Following the destruction of the USS Odyssey, the Dominion was believed to be the biggest threat to the Federation second only to the Borg.

2371-Following the capture and release of the USS Defiant the Dominion became the focus of the Federation. After the destruction of the Tal Shiar and Obsidian Order Fleets, the Federation Security Council issued top secret orders to Starfleet Command and the Marine Commandant, to ready the Federation for war. Commandant Fitzgerald passed command to General Isaac Munro and personally took over Training and Doctrine Command to ready the Corp for the brutal war to come.

2372-The Klingon Empire withdrew from the Khitomer Accords, ending the peace between them and the Federation. To counter the Klingon's raids on Federation borders 10 Marine divisions were sent forward to repel any attempts at invasion. As a response to the crippling lack of transport ships available to the SFMC the Federation council by allowing Cargo ships and Passenger ships to be co-opted in the event of a war to transport Marines to war zones. There were many minor skirmishes and four large scale engagements, Larta III, Menta IV, Hepta Prime, and Pincila Colony. All four times the Klingon's were repelled with heavy losses to their forces and minor losses to the Marines. When Earth was placed under a state of emergency by president Jaresh-Inyo the First and Second Marine Divisions were mobilized for Earth Defense. Captain Sisko, acting head of Earth Security, with the powers granted him by the state of Emergency places the First Marine Division in Paris France at Federation Headquarters and the Second Marine Division in San Francisco at Starfleet Headquarters. Before his arrest, Captain Sisko contacted General Munro and had orders issued to the Division Commanders to move on Sisko's orders if needed. Luckily the Defiant arrived and Admiral Leyton resigned before the bloodshed escalated. President Jaresh-Inyo lost his faith in Starfleet and ordered General Munro to take over as head of Earth Security. General Remona Fitzgerald resumed her role as Commandant and assigned Forces Command Commander Ze'Zeatha as her Deputy Commandant. General Jonathan Wilson, General Fitzgerald's former Executive Officer, assumed command of Training and Doctrine Command and General Ze'Zeatha's former Executive Officer, General Robert Simpson assumed command of Forces Command. The ground operations during the First Battle of Chin'toka was fought mainly with Marines and Klingons working side by side, representing joint-operations in mind that quelled some of the distrust of the former combatants in the brief Federation-Klingon conflicts of 2372. The ground operations during the First Battle of Chin'toka was fought mainly with Marines and Klingons working side by side, representing a joint operations in mind that quelled some of the distrust of the former combatants in the brief Federation-Klingon conflicts.

2373-The Cardassian Union officially joined the Dominion and Chancellor Gowron re-entered the Klingon Empire into the Khitomer Accords, the Marine divisions deployed along the Klingon boarder were recalled to be rearmed and resupplied for the upcoming conflict with the Dominion. As the Dominion Fleet pushed Starfleet back deep into Federation space President Min Zife placed the Marine Corp on garrison duty on many of the Federation member world, several including Betazed refused this saying it would disrupt their populations. The Dominion was able to gain a foot hold in the Bolian System in the early throws of the war. They were also able to push into the Vulcan System, attempts to invade one of the outer planets was repulsed by the 24th Marine Division. Following the fight on the surface Starfleet was able to the Dominion back out of the system. Starfleet is able to retake Deep Space Nine.

2374-The Kalandra Sector the Dominion pushed up all their offensive operations and had nearly daily attacks on Starfleet and the Marines stationed on Chudala III, Moreska IV and Zhamur II. This all came to a head when the Dominion attacked and conquered Betazed. All Marine and Starfleet forces had to fall back out of the system to avoid destruction. This was one of the greatest strategic disasters in the war as now the Dominion now had a position to launch attacks into the core of the Federation. The Dominion launched a second invasion of the Vulcanis Sector, they took hold of three moons on the outer planet, an attempt to invade Vulcan's moon was repelled by the 17th Marine Division. As this fight was occurring the Dominion launched an invasion of Bizar. The Dominion breached the defense lines and made it to the planet. Despite their best efforts the 23rd Marine Division was unable to repel the invasion, and fought to the last. They inflicted massive casualties on the Dominion, destroying 3 Jem'Hadar Divisions and the Cardassian 8th and 12th Orders. With the success of their attack on Bizar the Dominion attempted to again take Vulcan. Starfleet was able to rout the enemy fleet and the 17th and 24th Marine Divisions retook the outer moons conquered by the Dominion. The Dominion attempted to push farther into the Bolian system but stiff resistance from Starfleet and the 35th and 40th Marine Divisions kept the Dominion at bay. Starfleet decided it was time to go on the

offensive and invaded the Chin'Toka system. The 12th, 18th and 33rd Marine Divisions took part in the landings. Starfleet and Romulan forces forced the Dominion out of the Bolian system, aided by the 40th Marine Division.

2375-The Breen joined the Dominion and attacked Earth directly. The entire Breen attack force was destroyed but the damage was done, Earth itself was attacked, the blow to moral was immense. Tragically General Remona Fitzgerald and General ze'Zeatha were killed in the attack; both were posthumously promoted to Field Marshal. General Robert Simpson was made Commandant. Following the Dominion counterattack in the Chin'Toka system the 12th, 18th and 33rd Marine Divisions were able to evacuate and fall back to Federation Space. Starfleet mustered a fleet to again attempt to free Betazed. Following a brutal battle in space Starfleet was able to retake the system; the 36th and 42nd Marine Divisions landed and were able to secure the capital in several hours. Following the Battle of Cardassia the 4th and 7th Marine Divisions were stationed on Cardassia Prime as military garrison. In the aftermath of the war it was decided the Marine Divisions would remain garrisoned on the member worlds due to the Federation's losses and weakened state.

2379-The Romulan Star Empire began to fall apart, and 8 Marine Divisions were sent to the Neutral Zone in case of civil war. Marines were still used in battle, though. Marines were used to defend against an expeditionary force of rogue Remans found to be assaulting several places along the Romulan Neutral Zone.

2382-Even though Starfleet Marine Corps suffered heavy losses during the Dominion War and ensuing border and mop-up actions, losing near half of its total force, Starfleet Marine Corps still carries on and has revamped some its policies and redoubles its recruiting efforts and within the year have replenished their depleted ranks by 40%. The Federation Council passed new funding for Starfleet Marine Corps and has given the green-light to develop any new proven technologies that will benefit the Marines. Starfleet Marines fought in the Gorn Wars victoriously.

2385-After the Dominion War, the state of the Federation was quite different than before. Most of the commanders in Starfleet and politicians in the Federation were more cautious, and the usefulness of the Starfleet Marine Corps once and for all was sealed after their list of ground assault victories. They were pressed again into service, but the abundance of numbers of a Marine unit in a peacetime Federation meant that many could either retire or get trained into different departments, keeping their Marine rank while going into Starship Operation Command.

Marines were allowed to wear different colored collars instead of their traditional Marine colors when permanently assigned to a different department in Starfleet, such as Command.

However, no Marine has been permitted to join Starfleet Medical or Starfleet Sciences department per mandate, but medical and science personnel can join the Marine Corps, though this practice is rare.

2388-Both the Federation Council and Starfleet Command jointly overturned limitations that were set on Starfleet Marine Corp since its inception. Starfleet Marine Officers are allowed to command vessels and that Starfleet Marines are allowed to train their own Enlisted Specialist and Officers to crew the Corps own vessels. By orders of Starfleet Command, any Marine of good standing may apply for these new positions as long as they meet the requirements. Commanded solely by Marines, these were pure combat vessels assigned to peacekeeping and trouble spots around the Federation, or as troop transports for larger forces. These Marine ships had a reputation for going where Starfleet captains dare not tread. Generally, these vessels also did limited science facilities onboard, but are mainly for combat, as per the new mindsets from the Dominion War.

2390-Starfleet Marine Corps graduates its first complete of Officers for Starship Operations and receives the Corps first vessels that are full design to meet Starfleet Marine Corps standards.

2398-Starfleet Marine Corps are ordered to assemble their vessels into six full-time Taskforces. Each Taskforce is given assigned sectors of operation and are charged as First Responder status in case of Emergencies, such as Invasions, Planetary Unrest, Civil Wars-in which Federation Personnel or Property are at risk, and Piracy. They are ordered to go and assess the situation, provide the appropriate response and to call the Fleet in when the situation warrants it. All regular Starfleet vessels are returned to their normal duties and are ordered to respond when needed. Today, there are many Marines assigned to the Raeyan Sector, Theta Antares Sector and along the Romulan borders.

2400-Starfleet Command receives a message from Neelix (via the Pathfinder Array), the Federation Ambassador to the Delta Quadrant, requesting for Starfleet assistance. The Delta Quadrant Confederation had loosely followed in the United Federation of Planets footsteps and set-up their very own Federation. Their Confederation is coming under new attacks by the New Borg forces of the Consensus and they are slowly losing ground against this new threat. The Federation Council and Starfleet Command have ordered the formation of a new Starfleet Taskforce 4760 to go to the Delta Quadrant and handle this new threat with ships that are capable of traveling Quantum Slipstream Drive on their own, while Starfleet Corps of Engineers attempt to build the Federation's very own version of a Transwarp Conduit System, for exploration and security of the Delta Quadrant. Thus allowing the Federation to send a fleet to the Delta Quadrant to secure that region of space and stabilize the area.

Aliens of Star Trek

When generating characters, roll **STR: 40+3D10, END: 40+3D10, INT: 40+3D10, DEX: 40+3D10, CHA: 40+3D10, LUC: D100, PSI: D100**, unless otherwise noted. The Character also gets a Bonus of $d100/2$ that the player may add to any of his or her Ability Scores, but he or she cannot exceed more than 30 points per any one score.

RACE	STR	END	INT	DEX	CHA	LUC	PSI	Homeworld
Human	-	-	-	-	-	-	-30	Earth (Terra or Earth Colonies)
Aaamazzaarite (Therbian)**	-	+5	-	+5	-10	-10	-20	Aaamazzaara
Allasomorph**	n/a	n/a	-	n/a	-	-20	-	Daled IV
Alpha Centauran	-	-	-	-	+5	-20	-10	Alpha Centauri
Andorian	+10	+5	-	-	-	-20	-20	Andoria
Andorian, Aenar**	+5	+5	-	-5	-	-40	3D10+70	Andoria
Android (Robot)	+30	+30	+30	+30	-40	n/a	n/a	Various
Ankirian**	-	-	-	-	-	+20	3D10+60	Ankiri
Antaran*	-	-	+5	-	-5	-30	-40	Unknown (Antar)
Antedean**	+5	+10	-	-	-20	-20	-30	Antede III
Antican**	+10	+10	-10	-	-20	-10	-80	Antica
Aquan***	+10	+20	+10	-10	-30	-30	-40	Argo
Arcadian**	-15	-5	+20	-10	-	-10	-30	Arcadia
Arcturian**	+10	-	-10	+10	-15	-20	-60	Artcuras
Ariolo**	+10	+10	-	-20	-10	-	1D10	Fillandia
Arkenite**	-	-	+20	+10	-10	-	3D10+40	Arken II
Artificial Intelligence***	n/a	+30	+40	n/a	-30	-90	n/a	Various
Augments**	+25	+20	+15	+20	+10	-50	-30	Earth, Titanus IV (Various)
Aurelian (Skorr)**	+5	-5	-	+5	-	-15	-30	Aurelia
Axanar*	-5	-	+10	-5	-5	-20	-40	Axanar
Ba'ku*	-5	-	+5	-	-	-25	3D10+40	Ba'ku
Bajoran	-	+5	-	-	-10	-10	-20	Bajor
Benzite	-5	-5	+10	-	+5	-10	-30	Benzar
Betazoid	-5	-5	-	-	+20	-15	3D10+70	Betazed
Betelgeusian**	+5	+10	-	-	-10	-10	-20	Betelgeuse IV
Bolian	-5	-	-	+5	+10	-10	-30	Bolarus IX
Boomer (Spacer)	-	-10	+10	+10	-	-	-20	Space
Borg, drone***	+15	+20	n/a	-40	-80	n/a	n/a	Unknown (Various)
Borg, queen or personality***	+10	+10	+20	-	-20	-50	-	Unknown

<i>RACE</i>	<i>STR</i>	<i>END</i>	<i>INT</i>	<i>DEX</i>	<i>CHA</i>	<i>LUC</i>	<i>PSI</i>	<i>Homeworld</i>
Borg, rogue***	+15	+20	-10	-	-30	-80	-80	Unknown (Various)
Breen***	+20	+25	-	-	-30	-40	-	Breen
Brunalian*	-	-	+20	-	+5	-25	-	Brunali
Bynar**	-10	-20	+25	+10	-20	-40	n/a	Bynaus
Bzzit Khaht**	+10	+10	-	-10	-15	-30	-40	Althos IV
Caitian (Regulan)	-	-5	-	+20	+5	-10	-30	Cait
Capellan*	+5	+5	-	+5	-10	-20	-60	Capella IV
Cardassian*	+5	+10	-	-5	-5	-10	-	Cardassia Prime
Chalnoth**	+20	+10	-10	-	-20	-30	-50	Chalna
Chameloid**	+5	+20	-	+10	+10	-30	-40	Unknown (Presumed Extinct)
Chelarian (Rigellian) **	+10	+15	-	-20	-10	-20	-30	Rigel III
Dakalan (Wraith) **	-	+10	+10	-15	+10	-30	3D10+60	Dakala
Deltan	-	-	+20	-	+30	-20	3D10+60	Delta IV
Denobulan	-5	+15	+5	+15	+15	-10	-30	Denobula
Devidian***	-10	-	+10	-	-30	-30	-	Devidia II
Devore**	-	-	+5	-	-	-	-90	Devora
Dimorusian***	-20	-10	-	+10	-30	-20	-40	Dimorus IV
Dopterian*	-5	-5	-	+10	-20	-30	-70	Unknown
Dramian	+10	-10	-	+10	-10	-30	-50	Dramia
Edoan (Edosian)	-5	-	-	+15	-	-15	-35	Edos
Efrosian (Atreonid)	+10	+5	+5	-	+5	-	-5	Efros
Elachi***	+15	+15	+15	+15	-40	-40	-60	Unknown
Elasian*	+10	+10	-10	+10	-20	-30	-40	Elas
El-Aurian	-	-	+10	-	+20	-30	3D10+40	Unknown
Enhanced Human	+5	+5	+25	+10	+10	-	-30	Earth (Earth Colonies)
Etanian	-	-	+10	-	-10	-30	-40	Etani
Excalbian***	+10	+30	-	-30	-10	-30	3D10+70	Excalbia
Ferengi*	-10	-	-10	+10	-20	-20	-80	Ferenginar
Flaxian*	+5	+5	-	+10	-15	-10	-50	Flax
Founder (Changeling)**	-	+10	+25	+20	-10	-50	-	Unknown (Gamma Quadrant)
Gorn**	+30	+25	-	-20	-20	-20	-40	Tau Lacertae IX
Hologram, Self Aware**	+30	n/a	+30	+30	-	n/a	n/a	Various
Hirogen*	+25	+10	+10	-	-20	-20	-40	Nomatic
Horta***	+30	+30	-	-40	-10	-40	-10	Janus VI

<i>RACE</i>	<i>STR</i>	<i>END</i>	<i>INT</i>	<i>DEX</i>	<i>CHA</i>	<i>LUC</i>	<i>PSI</i>	<i>Homeworld</i>
Iconian***	-	-	+30	+10	-20	-50	-	Unknown
Jem’Hadar**	+20	+20	-10	+5	-30	-40	-60	Unknown
Kaferian**	-	-	+10	-10	+10	-20	-20	Kaferia
Kalar***	+30	+30	-30	-10	-30	-50	-80	Rigel VII
Kasheeta**	+10	-	-	-20	+50	-10	-40	Kashet
Kazarite**	-10	-	-	+5	+10	-20	3D10+60	Kazar
Kazon*	+10	+10	-	+10	-	-30	-40	Kazon
Kelvan***	+50	+40	+20	-	-30	-60	3D10+70	Kelva
Klingon*	+15	+15	-	-	-30	-40	-60	Qo’noS (Kling)
Klingon, Augment Human*	+5	+5	-	-	-20	-40	-40	Qo’noS (Kling)
Klingon, Augment Romulan*	+10	+10	-	-	-15	-15	-30	Qo’noS (Kling)
Kobali**	-	+10	+15	-	-	-20	-25	Kobali
Krell***	+10	+10	+40	-10	-30	-60	3D10+100	Altair IV
Ktarian	-	-	-	-	+5	-30	-10	Ktaria VII
Kzin, female***	-	+5	1D10	+50	1D10	-90	n/a	Kzinhome
Kzin, noble**	+25	+15	-20	+30	-20	-80	-30	Kzinhome
Kzin, telepath**	+5	+5	-20	+5	-40	-90	3D10+100	Kzinhome
Kzin, warrior**	+10	+10	-25	+15	-40	-90	-45	Kzinhome
Lactran***	+10	+20	+40	-	-20	-40	3D10+75	Lactra VII
Lokirrim	-	-	+20	+10	-	-10	-	Lokirri
Lurian*	-	+20	-	-10	+10	-30	-40	Luria
M-113 Salt Vampire***	+30	+40	-	-10	-10	-60	3D10+60	M-113
Malon*	-	+5	+20	-	-10	-20	-30	Malonis
Medusan***	n/a	n/a	+30	n/a	-10	-20	3D10+60	Medusa
Megarite**	+5	+10	-	-	-10	-20	-30	Megara
Melkotian***	n/a	+20	+20	-15	-30	-40	3D10+100	Theta Kiokis II
Metron***	-10	+20	+40	-	+10	-20	3D10+100	Unknown
Nacene***	n/a	+40	+50	n/a	n/a	-30	5D10+100	Unknown
Na’kuhl***	-	-	+10	-	-10	-30	-40	Unknown
Nasat (Ciliate)**	-15	-15	-	+25	-5	-10	-30	Unknown
Nausicaan**	+10	+10	-5	-	-20	-30	-40	Nausicaa
Near Human, primitive**	+5	+5	-10	+5	-	-10	-40	Various
Near Human, psionic	-5	-5	+15	-	-	-20	3D10+50	Various
Near Human, space faring	-	-	+5	+5	-	-10	-30	Various

<i>RACE</i>	<i>STR</i>	<i>END</i>	<i>INT</i>	<i>DEX</i>	<i>CHA</i>	<i>LUC</i>	<i>PSI</i>	<i>Homeworld</i>
Ocampa*	-5	-10	+25	-	+5	-20	3D10+60	Caerelon
Old One***	+20	+20	+20	+10	-30	-50	3D10+60	Unknown
Organian***	-30	-	+60	-	+20	-30	3D10+100	Organia
Orion, female*	-	-	-	+30	+30	-10	-10	Orion
Orion, male*	+10	+10	-10	-	-10	-25	-30	Orion
Pakled**	-	+5	-10	-5	-30	-40	-50	Unknown
Parasitic Invader (Bluegill)***	-50	-50	+20	+10	-30	-50	-	Unknown
Phylosian**	-	-20	+10	+20	-10	-40	-	Phylos II
Preserver***	-	-	+40	-	+10	-20	3D10+70	Unknown
Q***	-	-	+50	-	+10	-30	3D10+100	Unknown
Reman**	+20	+10	-	+5	-30	-30	3D10+50	Remus
Rhaandarite, immature	+5	+5	-	-	-10	-20	3D10+20	Rhaandara
Rhaandarite, mature	-	-	+15	-	-	-40	3D10+70	Rhaandara
Risian	-	-	-	+5	+15	-	-20	Risa
Romulan*	+20	+10	-	+5	-	-10	-20	Romulus
Saurian (Reptilian)	+25	+20	-	-10	-5	-30	-30	Sauri
Sheliak***	+20	+40	-	-30	-40	-30	-60	Shelia
Selay**	+30	+30	-10	-20	-20	-10	-90	Selay
Shamin**	-	-	+10	-	-20	-20	-	Shamin
Slaver (Thrint)***	+10	+15	-15	-10	-40	-40	3D10+70	Thrintun
Solanae***	+10	+10	-	-15	-40	-40	-40	Unknown (Subspace)
Son'a**	+5	-5	-	-	-15	-30	-40	Son'a Prime (Ba'ku)
Species 8472***	+40	+30	+20	+20	-20	-40	-60	Fluidic Space
Sphere Builders***	-	-	+25	-	-10	-40	-20	Unknown
Suliban*	-	+10	-	+20	-10	-30	-40	Unknown (Nomadic and Hunted)
Talosian***	-30	-30	+40	-	-10	-40	3D10+80	Talos IV
Talaxian*	-	-	+5	+15	+5	-30	-30	Prelax (Destroyed) Nomatic
Tamarian**	+5	+10	-	-10	-	-30	-40	Sigma Tama IV
Taurean***	+20	+20	-30	-10	-40	-40	-60	Taurus II
Tellarite	+5	+5	-	-	-10	-20	-40	Tellar Prime
Tholian***	+20	+20	-	+20	-30	-40	-	Tholia
Tiburonian	-5	-10	+10	+5	-	-30	-10	Tiburon (Simeran)
Trabe**	-	-	+15	-	-	-30	-40	Nomanic
Trill	-	-10	+10	-	-	-20	-30	Trill

<i>RACE</i>	<i>STR</i>	<i>END</i>	<i>INT</i>	<i>DEX</i>	<i>CHA</i>	<i>LUC</i>	<i>PSI</i>	<i>Homeworld</i>
Troyian*	-	-	+10	-	+10	-30	-30	Troyius
Uxalian**	-	-	-	-	-	-20	-	Uxali
Vaadwaur	-	-	+20	+10	-	-30	-	Vaadwaur
Vedala**	-10	-20	+20	-	+10	-5	-	Unknown
Vendorian***	+5	+10	-	+20	-30	-30	-	Vendor
Vian***	-	-	+30	-	-40	-20	3D10+80	Unknown
Vidiian**	-10	-15	+20	-	-20	-50	-30	Vidiia
Voth**	+10	+10	+30	-	-10	-30	-40	Unknown
Vorgon***	-	-	+15	-10	-40	-30	-20	Vorgos
Vorta**	-5	-5	-	-	+15	-30	-30	Unknown
Vulcan	+20	+10	+20	-	-10	-40	3D10+50	Vulcan
Xelatian**	-10	-15	-	+15	+5	-50	+10	Xelata
Xindi, Aquatic***	-10	+10	-	-10	+5	-20	-20	Xindi
Xindi, Arboreal*	-	-	+10	+5	-	-30	-30	Xindi
Xindi, Insectoid**	+20	-	-10	+10	-30	-20	-20	Xindi
Xindi, Primate*	-5	-5	+5	+5	-	-10	-30	Xindi
Xindi, Reptilian**	+10	+20	-10	-10	-20	-20	-40	Xindi
Xyrillian*	-	-	+10	-	+20	-	-	Unknown (Xyrillia)
Yridian*	-5	-	+5	-5	-10	-20	-50	Yrid
Zakdorn	-5	-	+10	+10	-15	-10	-40	Zakdorn
Zaranite**	+5	-	-	-5	+5	-25	-	Zaran II

**These races are appropriate as playable races for GMs who wish to allow non-Federation races as player characters.*

***These races can be used as playable races, but are not always recommended.*

****These races are not available as player character races.*

Glossary of Alien Races

Aaamazzaarite (also known as **Therbians**)- Aaamazzaarites are an arachnid-like race of artisans and storytellers who are capable of secreting a biochemical agent that they use to craft almost all of their personal belongings. This biochemical can be used to create areas of sticky residue, similar to a web, which requires a STR save to escape.

Allasomorph- In their natural form, Allasomorphs are incorporeal energy creatures. They are true shape shifters, able to transform into any living organism. Their transformation is molecular in nature, so when they assume a form they literally become it, adapting all of its natural abilities, unless those abilities are PSI dependent. They are not generally a threat species, but most humans find their lack of a true form unsettling.

Alpha Centauran- Alpha Centaurans are descended from the first Terran colonists to settle the planet- Earth’s first permanent extra-solar colony. They are generally very attractive and tend to be more psychically aware than humans.

Andorian- Andorian antennae allow perception of temperature, ultra-low frequency sounds, and air pressure and flow. Andorians can roll an INT save to survive in arctic conditions and are far less susceptible to harsh weather if it is cold. If their antennae are severed, they suffer from a loss of equilibrium that last for several days. During this time, halve their DEX score and related skill scores. Andorians are passionate and grounded in tradition, even employing duels to settle affairs of honor. There is some ethnic diversity among Andorians. The largest three groups are distinguished by the location of their antennae- one has antennae on their forehead, one has them on the back of their head, and one has them on either side of their head above their ears. A smaller group has a taller head structure with straight antennae off the top of their head. Like humans, skin color among Andorians is also diverse. Most have sky blue skin, but a small minority has grey-blue skin. Those with Aenar blood but not of pure descent have a slightly greenish tint to their skin.

Andorian, Aenar- Aenar are born albino and blind, but their antennae are so sensitive that they are barely inhibited. They are also psychic, possessing telepathic and sensory-masking abilities. They are few in number, possibly extinct by the 24th Century. They are strict pacifists.

Android- This represents a typical android. Soong-type androids are far superior, suffering only a -25 to CHA and a -80 to LCK.

Ankiri- This is spacefaring humanoid civilization from the Delta Quadrant. Even though they possess warp technology, they use a form of propulsion that makes them difficult for sensors to detect them. They harbor a great respect for what they call “spirits of good fortune”, a nucleogenic lifeform from another realm, which they could summon with a summoning beacon.

Antaran- Antarans are a race of humanoids who were involved in a lengthy, bitter war with the Denobulans. Three hundred years later they still hate the Denobulans and avoid them.

Antedean- Antedeans are an aquatic race of fish-like humanoids. They suffer a -40 to DEX saves on land. They cannot drown and swim at full speed. They must wear an environmental suit that keeps water moving over their gills. They are generally regarded as hideous by most humanoids except Klingons, who find them a handsome race. Antedeans find space flight extremely traumatic and can only travel at FTL velocities in a state of self-induced catatonia.

Antican- Anticans are a canine race known for their rivalry with the Selay and their carnivorous diet- they prefer to hunt and eat live prey (including Selay). They are an aggressive species and can be rude and difficult. They are tall and furred with keen noses.

Aquan- Aquans are a reclusive race of water breathers. They cannot drown and can swim at full speed. They were once air breathers, but when a violent series of earthquakes destroyed their civilization, they used their medical advancement to alter themselves into an aquatic species. Older Aquans have a difficult time trusting air breathers, but their more liberal youth are bringing them around.

Arcadian- Arcadians are a dolphin-like species of pacifists. They are slightly xenophobic. They cannot breathe in water, but they are able to swim at full normal speed. They are exceptionally agile in water, gaining a +35 to their DEX. Their thick skin makes them mostly immune to changes in temperature. They are not bipedal, instead they can lift themselves upright and move upon their dorsal fin. They are highly intuitive, possibly possessing a well-attuned collective subconscious.

Arcturian- Arctuians are a militant race of warriors who reproduce through cloning. They are quite strong and very able fighters, but dour and rather impatient with scientific pursuits. They are seen most often in the Starfleet Marine Corps.

Ariolo- The Ariolo are a quadruped race that lack noses. They “smell” through the use of their tongue, as a snake does. They can gallop at speeds up to 60 kph. They are hedonistic herbivores that have never developed any sense or measurement of time. Their slow metabolism means they spend a lot of time eating and are slow to react. They enjoy parties that resemble the orgies of the ancient Romans.

Arkenite- Arkenites are a tall race of aquatic humanoids with three cranial lobes. Their society is based around a group mentality that makes them highly empathic though not psionic. They are amphibious and can swim at full speed. When off their native world, Arkenites wear a headset-like apparatus that allows them to maintain their balance. Without it, they suffer a -25% to all DEX rolls and active skills due to an overwhelming sense of vertigo.

Artificial Intelligence- In space it is inevitable that Starfleet personnel will encounter computers that have become self-aware. Generally, the AI is housed in a reinforced computer system, possessing a minimum of 1D10 armor. The computer will possess an impressive array of nonphysical skills. If the GM doesn't wish to provide individual scores for each skill, he may simply decide that the computer's INT acts as the skill score for all of its skills. Some computers may also have a force field (treat as an additional 3D10 armor) and built in weaponry (capable of doing 5D10 +10 damage if non-phaser/disruptor technology and 75 points if it is; also capable of stunning a target for 1D10 +5 minutes). Even more advanced AIs exist, possessing power to attack starships and defend planets. These computers are best treated as plot devices.

Augment- Augments are the products of 20th century genetic engineering on Earth. Very few exist, but those that do have their impressive abilities matched only by their all-consuming ambition for the most part. But there is a few thousand that settled a world on the border of Federation and Orion space. They have endured the hardships of their new world and learned to channel their ambition into creating a new society. Their planet, Titanus IV, is now an associate member of the Federation, with over 250,000 citizens. Their contribution to the Starfleet Marine Corps has helped immensely in the Dominion War.

Aurelian (Skorr)- Aurelians are an advanced race of bipedal avians. They possess golden feathers and beaks (often decorated with elaborate carvings). They are capable of flight, traveling at double their Movement while flying. Aurelians are a divided race similar to Vulcans. A large section of their race split from the main to follow the teachings of a philosopher called Alar. These separatists adopted the name

Skorr, after a holy relic called the Stone of Skorr which holds the mental patterns of Alar. Both races of Aurelians identify themselves as warriors and possess a great racial fury which is difficult to contain when unleashed.

Axanar- Axanarians are an androgynous humanoid species that breathe a mixture of nitrogen and methane. They possess green blood with medical (and rumored aphrodisiacal) properties. They fought a war with the Federation that was brought to an end by Garth of Izar. They later hosted an important peace treaty.

Ba'ku- The Ba'ku are a technologically advanced race who brought themselves to the edge of extinction with their weapons. A small, enlightened group managed to depart before the annihilation began and settle on a new planet in Briar Patch. There, they rejected technology, choosing instead a pastoral lifestyle that focused on a unique psionic ability that allowed them to slow perceptive time. Ba'ku can physically halt time to their perspective in order to fully explore a moment (to the external viewers, nothing happens). This allows them to make an INT save to recall any things they have seen or experienced in a frozen moment. As a result to living upon their new world, Ba'ku possess extraordinary health and long age. They are immune to illness.

Bajoran- Bajorans and Cardassians loathe one another. Bajorans are universally schooled in their religion and may roll an INT save instead of the Theology skill. They tend to be sullen and rebellious.

Benzite- Benzites use a breathing apparatus to operate in oxygen-nitrogen atmospheres. They learn to operate and repair one with an INT save. Benzites are meticulous. They will only reluctantly reveal information they have only partially gathered, preferring to complete the task before revealing anything.

Betazoid- Betazoids are among the most powerful telepaths in the Federation. Half-Betazoids are empathic. Betazoids will not take a sentient life.

Betelgeusian- Betelgeusians are a very tall race descended from avians. They have bird-like bone structure, but are surprisingly strong and durable. They have two mouths-one for speaking and one for eating. They are skilled hunters and incorporate hunting into most of their sports. Their avian ancestry grants them superb distance vision, and they may halve all penalties for distance to ranged attacks.

Bolian- Bolians are extremely good at working in teams. They gain a -10% on any skill roll used to contribute to a team goal.

Boomer- Boomers are humans born and raised in space. They are extremely self-reliant and generally possess a vast knowledge of mercantile goings-on in the Federation. They may take Zero-G Operations, Small Vessel Piloting, and Small Vessel Engineering as Background skills and automatically receive a 10 on their skill scores.

Borg- The Borg are an extremely aggressive race of cyborgs possessing technology generally superior to the Federation's. Their distinctive cubical ships can regenerate damage, they can transport through shields, and they possess personal deflector shields that render them immune to most physical attacks after only an attack or two. They can access almost any computers through touch. They possess a hive mind that is more focused on assimilating the technology of other species, and, occasionally, the species themselves than actual violence. What one Borg knows, they all know. The Borg come in three distinct forms- a drone, a personality, or a rogue. Most Borg are drones. Drones are essentially mindless workers. They are programmed to accomplish singular tasks and tend to ignore any task that is not assigned to them. A rare few Borg are personalities, usually created by the Collective to interact with more resistant species, but occasionally created as Queens to organize and accomplish specific missions (maybe- the actual functions of queens is unknown). Rogue Borg are the result of interference from the android Lore. They possess intellectual independence and are thus free from the control- and benefits- of the hive mind. They are dangerously unstable and unpredictable. Most Borg do not use ranged attacks, relying on personal combat, though they do often employ melee weapons as a part of their cybernetics. Rogue Borg employ ranged attack weapons.

Breen- Breen are an advanced race of slavers and warriors from an incredibly harsh world. Their true appearance is unknown; they are only ever seen in their refrigeration suits. They have no blood and are immune to poisons and blood-borne pathogens. Their four-lobed brains make them immune to empathy and telepathy. They are an aggressive species with close ties to no one, but they do trade with the Ferengi, have some diplomatic relations with the Cardassians, and were allied with the Dominion during the war.

Brunali- The Brunali are an agricultural species whose homeworld laid at the mouth of a Borg Transwarp Conduit in the Delta Quadrant. They were once an advanced spacefaring race, but constant and brutal by the Borg that left the planet in ruins. The remaining Brunali have adapted to a low-tech existence, except for the fields of agriculture, medicine and genetics, in the hopes that the Borg will leave them alone. For the most part, this method has worked and the Borg only attempt contact when they show signs of any advanced technology.

Bynar- Bynars always operate as pairs. They are cybernetically linked to their master computer on Bynaas at birth. This enhancement makes them extremely adept at mathematics and engineering. They can roll an INT save for any Physical Science or Technology skill they do not possess and can average their INT into every one they do possess.

Bzzit Khaht- The Bzzit Khaht are amphibious reptiles with spongy skin that allow them to move and sense underwater to a heightened degree. They have a three-caste society, though the castes are equal. They cannot drown and can move in water at full speed. They only live about 40 years, so few are in Starfleet.

Caitian (also known as **Regulan**)- Caitians may not roll saves for swimming, but roll any save or skill to climb with a -20% to the roll. There appears to be several sub-races of Caitians, including a dark-furred race with more panther-like features and a species that looks much humanoid, with less fur, though retaining a tail and feline coloring (and with females who have three breasts!). Whether these are sub-races or separate species is up to the GM, but the same attribute modifiers could be used for each.

Capellan- Capellans are a tall race of primitive humanoids with a complex, tribal society governed by honor and combat. They are aware of space faring civilizations. Their honor is primarily built around honesty, bravery, and hospitality. A failure in any of these areas is grounds for death. They do not believe in medical healing, viewing such as weakness.

Cardassian- Cardassians are a race of xenophobes and conquerors. They are fanatically patriotic, placing loyalty to state above all else. They also value family. They are aggressive, viewing anything less as weakness. Their intelligence agency, the Obsidian Order, is one of the most efficient and feared in the galaxy. It is known as much for its effectiveness as for its ruthlessness. Cardassians and Bajorans loathe one another.

Chalnoth- The Chalnoth are a very large, aggressive species known for their anarchistic society, violent tendencies, and their cultural adherence to a philosophy of strength being all. Due to a high metabolism, they cannot survive more than three days without food and are incapable of consuming processed food.

Chameloid- Extremely rare, the Chameloids are a race of shape changers capable of assuming the form of any other previously encountered humanoid race. Most believe them to be a myth.

Chelarian (also known as **Chelon** and **Rigellian**)- Chelarians are a unisexual race descended from saber-toothed turtles. They are fast swimmers, capable of swimming at full speed, and possess an armored shell that gives them 1D10 points of armor. They are virtually immune to ultraviolet radiation and highly resistant to other forms of radiation. They also have a claw that when used in combat does 2D10 damage. However, they are a peaceful, civilized race and only a few are trained to use the claw in combat. In their society are they fed, tended, and served by attendants. These attendants hold the real power in Chelarian society.

Dakalan (known colloquially as **Wraiths**)- Dakalans are a mollusk-like race of psionic shape shifters that inhabit a rogue planet. They are highly intelligent, though seemingly disinterested in technology. They are capable of using their psionic abilities to assume the forms they find in the minds of others (including inanimate objects like trees, rocks, or water), to comprehend languages of even alien species, and to mask themselves from detection, including assuming invisibility to electronic sensors. Their shape shifting is molecular in nature- they actually become whatever it is they transform into, including assuming natural characteristics of the object. They are a peaceful, gentle race, though they have little love for the Eska (a near human race), who hunted them for generations before President Archer made Dakala a Federation protected world during his first term.

Deltan- Deltans are hairless except for their eyes. They must take an oath of celibacy before serving on non-Deltan crews. Most often, they travel in pairs or groups. They possess the most potent empathic abilities of any psychic species in the Federation. They can use this ability to heal CURR OP END damage with a touch. It is this powerful empathy that prevents them from freely indulging in intercourse with non-Deltans- the empathic bond created through sexual contact with a Deltan drives most other races mad. Deltans also possess an instinctive ability with Astrogation. They may average their PSI in with their skill.

Denobulan- Denobulans are highly social, enthusiastic, and outgoing. They possess massive, complex familial structures based on multiple partners. They have highly flexible facial muscles that allow them to extend their mouths and tongues, as well as puff up their faces in a manner similar to Terran puffer fish. They rarely sleep, hibernating for 6 days a year instead. In times of stress, they can hallucinate as a means of structuring their thoughts and controlling their emotions. They are superior climbers. Denobulans seem to prefer a natural approach to things, using technology only when a naturally occurring solution cannot be found. Denobulans and Antarans dislike one another intensely.

Devidian- Devidians are a race of shape changers that inhabit a parallel dimension out of phase with most other life forms. They consume neural energy as food. Removing the energy from a living host is deadly to the host. In their native phase variance, they are glowing humanoids lacking normal sensory organs and possessing a mouth in their forehead. They possessed the ability to travel through time at will.

Devore-The Devore are a highly militaristic spacefaring race of humanoids from the Delta Quadrant that are highly xenophobic. All outside races are labeled as “gaharey” and are subjected to a series of extremely detailed inspections while travelling through their space. The Devore have a very deep seated fear of psychics, believing that anyone with psychic powers are a security risk and this can be a potential spy. If any psychics are caught traveling through Devore Space, they are killed and those transporting them can be imprisoned.

Dimorusian- Dimorusians are a primitive race of diminutive rodent-like bipeds sporting dangerously toxic spines on their back that they are able to throw a distance in meters equal to 1/3 their STR. The spines do 1D10 damage plus administer a complex poison that does an additional 1D10 points of damage per hour for 1D10 hours. An antidote has only recently been discovered. Due to the extreme xenophobia of the species, Dimorus IV has been placed under Federation quarantine.

Dopterian- Dopterians are an unscrupulous race who are distantly related to the Ferengi. Their minds cannot be read by telepathy or empathy.

Dramian- Dramians are a two-meter tall race of humanoids with golden skin, broad shoulders, and long arms ending in long, tendril-like fingers. They are a brusque race with a severe sense of justice, though generally peaceful and non-aggressive.

Edoan- Edoans have three arms and three legs, making them one of the only non-bipedal races of the Federation. They are renowned for their craftsmanship and engineering skills.

Efrosian- Efrosians have very poor vision and must often rely on special spectacles to view things even at close range. Those that serve on starships with any frequency work at stations modified to allow them to use their other senses. They make excellent helm officers and navigators due to a sixth sense of direction that allows them to make an INT save to determine direction, even in space. They are deeply religious, but notoriously secretive about their religion.

Elachi- The Elachi are a mysterious race first encountered by the Enterprise in the 22nd century. They have advanced technology, including the ability to beam through deflector shields. They are also capable of accessing a computer and sifting through its database. Their motives are unknown, but they are aggressive and effective- very few who have encountered them have lived to share the tale. They do not communicate directly, but instead use stolen bits of data edited together from a database.

Elasian- Elasiens are a tall, arrogant race of warriors. They are rivals with the Troyians, who share their solar system. They possess a pre-warp society. They are rude and aggressive, viewing politeness and gentleness as weakness and beneath contempt. Elasian women shed tears that contained a potent biochemical that creates infatuation and obsequiousness in males. It is generally believed to be permanent and irreversible, but Captain Kirk was able to break free through his devotion to his starship and crew, so it seems possible that an equally strong, prior existent attachment will allow the infatuation to be broken.

El-Aurian- El-Aurians are a race of listeners deprived of their homeworld by the Borg. They can sense disturbances in the space-time continuum, including the presence of a Q (and possibly similar beings). They are seemingly immortal, but they can be killed by physical damage.

Enhanced Human- Genetic engineering is illegal throughout the Federation. However, it does occasionally occur. Enhanced humans generally attempt to keep their alterations secret.

Etanian-The Etanians were a humanoid, warp capable race from the Delta Quadrant. Their government was known as the Etanian Order.

Aggressive and expansionist, the Etanians annexed the colony planets of other species by staging a "natural disaster", then claiming the planet once the population had been evacuated. In 2373, they sent numerous artificial asteroids to bombard a Nezu colony.

Excalbian- Excalbians are a silicon-based race of shape changers who possess telepathic and matter-arranging abilities, including molecular shape shifting. They are emotionless and curious, especially about the thought patterns of alien species. They conduct their observational science by abducting other life forms and engaging them in situations that would reveal their psychology. They are mostly immune to damage, possessing 3D10 armor against most attacks. They are immune to extremes of heat and are much too hot to touch to attack physically.

Ferengi- The Ferengi are a short race of greedy merchants and swindlers. Their culture is based around profit and commerce. They are advanced, but not generally dangerous given that they'd rather make a profit than an enemy. However, they are not above piracy.

Flaxian- Flaxians are a devious race. They are frequently found as assassins for hire. They favor poisons and are quite creative in its use.

Founder (Changeling)- Founders are an amorphous species from the Gamma Quadrant. They rule the Dominion and are extremely xenophobic, especially of "solids." Founders can assume almost anything. Roll a STR save for inhuman forms or massive changes in size, an END save for living forms that possess working gills or wings, a DEX save for humanoids, and an average of INT and END to maintain the form over long periods of time. Founders can revert to their liquid forms and link together to merge their minds.

Gorn- Gorn are a large, reptilian race. They are intelligent but aggressive. They may make unarmed attacks with their claws and fangs. They possess natural armor that reduces damage by 1D5 points. They have large, multi-faceted eyes that allow them to see into several spectra of light.

Hirogen- The Hirogen were a nomadic species of hunters who were encountered by the USS Voyager in the Delta Quadrant. They viewed other lifeforms as prey and treated them as such, showing little evidence of morality. Hirogen society is centered around "the hunt", which they regarded with a reverence that bordered on spiritual awe. Elements of their culture, such as social rituals and beliefs, were based on the hunt. One of the rituals surrounding the hunt involves hunters applying paint to their faces and helmets for both the hunt and the kill.

Hologram, Self Aware- Holograms are projected by holo-emitters and on holodecks. Most are simply simulations and possess only STR and DEX and a few rudimentary skills allowing them to interact with the living organisms that programmed them. Self Aware Holograms are generally accidents of programming, like Moriarty, who are so complex that they awaken to sentience. These holograms can go anywhere there are holo-emitters capable of accessing their original programming. They possess all the same skills and abilities as any other character, but lack an END score because they are functionally indestructible. Since they are somewhat solid, the GM can decide that weapons will disrupt the program if damage is taken in excess of the hologram's INT (its computerized stability). As long as their program is intact, they can always be reactivated.

Horta- The Horta are a non-humanoid, silicon-based race that lives beneath the ground of their homeworld. They travel through stone as easily as humans move through air. They produce an incredibly powerful acid that does 10D10 of damage per round but are not aggressive, only attacking when they feel severely threatened.

Iconian- The Iconians were a mysterious race of conquerors who controlled most of the galaxy in the distant past and possessed technology so advanced that it appeared magical even by Starfleet standards. Most famously, they had created portals that allowed instantaneous travel between vastly distant points. It is theorized that they built the Guardian of Forever. The Iconians disappeared long ago, but where they went and under what conditions they left is unknown.

Jem'Hadar- Jem'Hadar are the genetically engineered shock troops of the Gamma Quadrant's Dominion. Jem'Hadar do not tire and always roll END, not MAX OP END to resist temporary damage. They are addicted to a drug called Ketracel-white. Without access to it, a Jem'Hadar must roll END every round or lose 1D10 points of MAX OP END; Jem'Hadar possess natural armor that reduces damage by 1D5 points. Very few have ever seen a Founder- a race they revere as gods.

Kaferian- Kaferians are an insectoid race that enjoy good relations with the Federation. They are renowned for their genetically engineered fruits (particularly their apples). They are friendly species. They can spin a silk-like web.

Kalar- Kalars are a large, savage species of primitive giants from the Rigel colonies.

Kasheeta- Kasheeta are large dinosaur-like reptilians possessing tails. They are from a matriarchal society and the females are known to be arrogant. They are aggressive but not violent. They are cold-blooded and prefer tropical conditions. Outside of those, they must either wear an environmental suit or suffer a slowing of their metabolism. They do not suffer exposure damage in extreme heat, but they suffer cold damage as if exposed to extremes of cold in room temperature or less. There is some diversity in the race, as there is in the Caitian race. At least one sub-race appears more serpentine and has a protruding horn from its head.

Kazarite- Kazarites are a species of tall humanoids with the unique telepathic talent of communicating with animal life forms. While technologically advanced, they prefer an agricultural/pastoral culture that keeps them in proximity to animals. They also possess limited telekinetic abilities allowing them to lift a weight equal to their PSI in kilograms. They can also teleport short distances, though it is very taxing. They can travel 1 meter for every point of temporary damage they lose.

Kazon- The Kazon were an aggressive warrior species from the Delta Quadrant, first encountered by the Federation starship USS Voyager in 2371. As of 2372, they were divided into eighteen different sects. Each sect has possession of different natural resources over which the sects fight each other. The Kazon were a subjugated race, used as slave labor by the Trabe, who had conquered their homeworld. It is unknown if the Kazon were divided into sects before they were conquered by the Trabe, but the sects were in existence during their oppression by the Trabe. One of the Trabe's tactics in keeping the Kazon under control was to encourage them to fight amongst themselves.

Kelvan- Kelvans are an extra-galactic race of huge, amorphous beings possessing hundreds of tentacles and hailing from the Andromeda Galaxy. They can assume humanoid form. They possess extremely disciplined minds, but have underdeveloped emotions and senses that can easily get away from them, especially when in humanoid form. They possess technology far more advanced than the Federation's, including a device that can halt the movements of any within range, teleport instantly, and compress a life form into its component matter. Contacting them telepathically is dangerous, as their minds are vastly alien from minds encountered in the Milky Way. It causes 2D10 points of temporary damage.

Klingon- Klingons are a proud race of warriors whose aggressive tendencies led to centuries of conflict with the Federation and Romulans. They still use melee weapons extensively. They have an extremely hardy physiology due to Brak'lul- a system of redundant internal organs. They may make all END rolls against their END attribute. They also double Heal Rates. In the *Star Trek* era, Klingons looked very different due to a hybridization with humans and romulans. They also behaved more human and romluans. Both types of Kilington hybrids were phased out when they became unpopular with the Klingon Empire, however over ten thousand of Human Hybrids still exist in Federation space.

Kobali- The Kobali are a humanoid Delta Quadrant species. Their method of reproduction was unique and their most distinguishing characteristic: they added to their population by reanimating the deceased corpses of other species, altering their DNA to transform them into fellow Kobali. They are a highly warp-capable, with a technology level likely not dissimilar to that of Starfleet, though this can only be inferred. While not generally a hostile species, they were highly protective of their own and would go to great lengths to find and return any member of their society who attempted to flee. Their most distinctive characteristic, and perhaps a unique quality to their species, was their method of "reproduction". Rather than sexual reproduction or other familiar techniques (such as asexual reproduction), the Kobali added to their population by obtaining the corpses of deceased humanoids, reanimating them and heavily altering their DNA to match that of their fellow Kobali. This ability seemed to indicate they possessed a form of medical technology highly different from and, by virtue of this ability, more advanced than, Starfleet's or most other humanoid species.

Krell- The Krell were an enormously intelligent, extremely advanced race of large toad-like humanoids with long, dragging tails. They possessed nearly unmatched mental and psionics powers. Like Vulcans, they had dedicated themselves to total logic and built a society based upon peace and civilization. They perfected a powerful machine that allowed them to utilize their psionic potential to reorganize matter to such a degree that they were even capable of creating life. Unfortunately, they were not quite as far removed from their savage instincts as they believed. In their hubris, they subconsciously created monsters straight out of their nightmares over which they had no control. These monstrous manifestations of their primitive ids led to their extinction some 200 thousand years before man achieved space flight. It is unknown if any Krell survive, their matter manipulating machine was destroyed in 2201.

Ktarian- Ktarians are an outgoing, sensual race of individualists. They are more psychically active than humans, frequently using psionic games for recreation.

Kzin- Kzinti are a hunter/warrior race of feline humanoids who fought and lost a series of wars with humans. They were forced to sign the Treaty of Sirius which forbade them weapons. They are quite large, the typical Kzin standing 2.4 meters tall and weighing around 230kg. There is high degree of genetic variance in the Kzinti race. Only the males are sentient, with the females being little better than clever beasts (though this was not always so). Nobles are the leaders of Kzinti society. Warriors are the most numerous. Telepaths are rare and tolerated as an intensely disliked, though very useful minority. Sentient females should be generated using their normal caste stats. Kzinti adhere to a strict code of honor, which they call strakh. They may have a genetic relation to the Caitians, much as Vulcans and Romulans do, though Kzinti are not quite the same, having a hairless tail, 'bat-wing' ears, and lacking digitigrade legs. Kzinti view only male humans as equals and have nothing but contempt for females and vegetarian species. They are notoriously impulsive- the primary contributing factor in their failure in the Man-Kzinti Wars.

Lactran- The Lactrans are a 30-meter long, slug-like race possessing tremendous psychic ability. They have a single tentacle that ends in a hand-like appendage extending from the front of their face that they use to manipulate things. They study alien life by means of a gigantic zoo. They are peaceful and extremely intelligent, though they are not infallible. They mistook humans, very primitive by their standards, as lesser life forms and trapped them in their zoo at one point.

Lokirrim- The Lokirrim were a spacefaring humanoid species in the Delta Quadrant. The Lokirrim were fighting an ongoing war against insurgent holograms, which they termed "photonics". The Lokirrim once employed holograms as workers, and many felt betrayed by the holograms with whom they thought they had close relationships.

Lurian- Lurians are a large, highly sociable race. Lurians have redundant internal systems and make all END rolls against their END score. They are virtually immune to poisons. Their second stomach allowed them to store liquids for great amounts of time, thus preventing them from ever suffering dehydration except under the most unusual circumstances.

M-113 Salt Vampire- This predatory race went extinct in the 23rd century. In its natural form, it was a shaggy humanoid with lamprey-like features and suckers on its long, three fingered-hands that sucked salt from its victims. It was intelligent and a powerful psychic, possessing the telepathic ability to read a mind and transform itself into any humanoid shape it found there. It could even possess the natural abilities of the shape, such as speaking a native language. When it was starving, its powers were a bit out of control, often transforming without any intention of doing so. When attacking, it could hypnotize its victim by making eye contact. It was extremely tough, taking only half damage from phaser fire.

Malon- The Malon were an economically-motivated humanoid species from Malon Prime in the Delta Quadrant, first encountered by the USS Voyager in 2375. Although technologically advanced, the Malon lack the technology to recycle antimatter waste, which emitted hazardous theta radiation. Therefore, this hazardous waste was dumped in open space in vast quantities by waste export vessels. The Malon attempted to find uninhabited regions for this waste, but this was not always the case. Because ship controllers have a high profit motive to continue their transport operations, at least one person in the waste export industry has resisted efforts to develop cleaner technologies.

Medusan- Medusans are energy beings and are thus immune to physical damage and radiation. Most humanoids viewing a Medusan outside of its containment unit or without a pair of protective glasses will be driven mad by the experience. A Medusan can communicate telepathically with psychics. Their unique nature makes them unparalleled pilots and navigators. They may roll a PSI save to do either. If they possess the skill, they may average their PSI with their score. On their homeworld, the Medusans exist as a single wave of energy with little, if any, distinction between individuals.

Megarite- Megarites are an aquatic race who use a system of injections to operate on the land for a week at a time. Their planet has an abundance of jade and graphite steel and they make most of their possessions out of the substances. They cannot drown and can swim at full speed.

Melkotian- Melkotians are a non-humanoid race possessing powerful telepathic and illusionary powers (and at least some telekinetic abilities since they 'floated' above the ground). They are extremely xenophobic, viewing most aliens as possessed of contagious violence. They have a strange culture. It is extreme in nature, but frequently convoluted. For example, they sentenced the *Enterprise* crew to death for trespassing, but then proceeded to execute them by means of an elaborate, complex illusion. Despite this strangeness, the Melkotians are a civilized race and value higher virtues, such as mercy.

Metron- Metrons are a nearly immortal race of highly advanced humanoids possessing phenomenal psychic abilities, including matter rearrangement, teleportation, telepathy/space folding, and clairvoyance. They dislike violence, viewing pacifism and mercy as advanced traits. They view most species as savage primitives, but keep an open mind.

Nacene (Caretaker)- The Caretaker was the name given to the Nacene entity who assumed responsibility for protecting the Ocampa. After his people accidentally caused the destruction of the ecosystem of the Ocampa homeworld sometime around the 9th century, the Caretaker was selected to remain behind with his mate, Suspiria, while the others continued on their journey. The Caretaker created a series of underground caverns in which the Ocampa could live, and supplied them with sufficient energy to do so. However, the Caretaker did not realize that his actions were also rendering the Ocampa utterly dependent on his assistance.

Na'kuhl- The Na'kuhl are a fascist race of bat-like humanoids with grey skin, pointed ears, and red eyes. They are quite intelligent and absolutely ruthless. They possess extremely advanced technology, including extremely powerful plasma rifles and the ability to travel through time with ease. They are a faction in the Temporal Cold War.

Nasat (Ciliate)- The Nasat are a race of short insectoids known as being overly cautious, almost to the point of cowardice. They have a carapace that allows them 1D10 armor against non-energy attacks and half that against energy attacks. They come in a variety of colors and incorporate their color into their name. They have no concept of romantic love. They can curl into balls to roll very quickly as a form of movement. In this ball, they are virtually immune to environmental conditions, including vacuum. They are capable of seeing in the dark.

Nausicaan- Nausicaans are a tall species of violent humanoids known for their belligerence and piracy. They tend to be bullies and thugs.

Near Human- *Star Trek* is replete with many examples of near-humans that appear in a single episode and are never seen or mentioned again. These races represent those aliens. They are races that are, except for an alien trait or two and a strange civilization, completely human. Near humans come in three general types: primitive, which are races that have not ventured into space; psionic, which are races possessing psychic abilities, usually telepathy or empathy; and space faring, which are races that have ventured into space. In the episodes, most Near Humans were not a part of the Federation, but many were on the verge of joining, closely allied, or under Federation observation.

- *Examples of Primitives: Kohms, Magna Roman, Neural Hill People, Sigma Iotian, Troglytes, Yangs*

- *Examples of Psionics: Cairn, Haliians, Lumerians, K'normeans (who possessed a space/time sense), Napeans, Ullians*
- *Examples of Spacefarers: Acamarians, Ardanian, Argelian, Bandi, Boslic, Fabrini, Grazerites, Ligonians, Mazerites, Tandarans,*
- *Zaldans*

Ocampa- The Ocampas or Ocampans were a humanoid species who lived on the planet Ocampas in the Delta Quadrant. Their early history was shrouded in mystery but their own legends told of a time when they were capable of great mental feats. All Ocampas appear to be natural telepaths, able to communicate with members of their species and those of other species, as well. Among the more unusual mental abilities exhibited by the Ocampas were eidetic memory, precognition, telekinesis of varying strength, and the ability to sense and manipulate the subatomic level of matter.

Old One- Old Ones are a mysterious, terrifying non-humanoid race of ancient conquerors and scientists that may be extinct. They are extragalactic, possibly transdimensional and they are functionally immortal. They possessed highly advanced technology, including the technology that made the android Ruk on Exo II and the matter transmutation technology possessed by Sylvia and Korob. They seemed to prefer to act through intermediaries, remaining out of the way. It is possible that they had a colony on Earth's Antarctica continent in prehistory. They are utterly alien and any psionic contact with them results in 3D10 points of temporary damage.

Organian- Organians are a race of humanoids that transcended the need for a physical body eons ago. They possess immeasurable psionic abilities, including matter rearrangement, telepathy, clairvoyance, and thermokinesis on a scale that can only be described as galactic. In humanoid form, they live simply, eschewing technology. They have no tolerance for violence and this intolerance led to the Organian Peace Treaty being forced upon the Federation and Klingon Empire in the 23rd century. Sometime after the enforcement of that treaty and the 24th century, the Organians disappeared.

Orion- Orions are a green-skinned race famed for their piracy and slavery. They have maintained their independence from the Federation for centuries. The men are hairless, large, strong, and seemingly in charge. The women are lithe and exotic, famed for being insatiable and irresistible. They are actually in charge, manipulating the men from behind the scenes. The women possess a pheromone that bends most humanoid males to their will and gives females headaches. Like humans, Orions display a variety in skin color. Most have a deep green skin tone, but a few have ruddy red, pale blue or light green.

Pakled- Pakleds are a heavyset race of humanoids known for being slow witted and annoying. In truth, they are not as stupid as they seem. They use the perception of their dim wittedness to their advantage. They are still pretty annoying, though.

Parasitic Invader (Bluegill)- The Parasitic Invaders infiltrated the highest offices of Starfleet in the 24th Century and were only narrowly stopped, but not before they sent a subspace message into deep space, parts unknown. They were a small, parasitic species that implanted themselves into the back of the neck. They were coordinated by a queen that was much larger and inhabited the abdomen. They were an arrogant, border-line fascist species bent on conquest. They were capable of blending into society without flaw, though they did require the occasional ingestion of a strange diet. Their ultimate goals and why they targeted the Federation are unknown, as is the extent of their technology. Trill scientists believe that there may be a distant link between the symbiots and the parasites.

Phylosian- Phylosians are a race of sentient plants renowned for their advanced medical sciences and genetic engineering. They were devastated by a plague in their past, but recovered through the application of cloning. They possess numerous arms and antennae that grant them heightened awareness. They are highly xenophobic as a result of the plague in their past, but are generally peaceful.

Preserver- The Preservers are an enigmatic, semi-mythical race of humanoids who may have seeded humanoid genetics throughout the Milky Way. They also have transplanted various humanoid cultures from one planet to another, presumably in an attempt to prevent those cultures from becoming extinct. No contact has even been recorded with the Preservers, and many in the Federation dismiss them as a legend, so their true motives and abilities are unknown, however, what small examples of their technology have been discovered are extremely advanced. They seemed to have used a music-based code for most of their technology. They were apparently active as recently as the 18th or 19th century, but have left no sign since.

Q- The Q are a transdimensional species possessing nearly omnipotent levels of psionic ability. They seem to have unlimited power, including the ability to change shape, travel through time at will, and instantly teleport over any distance. They are a wry group, though nearly omniscient. They seem to have appointed themselves the guardians of the space-time continuum, or at least, they are interested observers. They see almost all other species in existence as inferior and generally beneath notice.

Reman- Remans are a tall, fearsome-looking race from Romulus' sister world of Remus. They are used as shock troops and slave miners by the Romulan Empire. They are immune to the radiation of dilithium and can see flawlessly in the dark. Their eyes are photosensitive- bright lights hurt them, and they suffer a -30 to all skill rolls in bright light. Some Remans are psychic, possessing unusual psionics such as diagnosing illness and injury through touch and projecting someone's psyche into that of another.

Rhaandarite- Rhaandarites are a long-lived but slowly maturing, androgynous race. They generally reach maturity around 150 years of age and the average Starfleet enrollee is 68. Though physically mature, they are still psychologically immature. While immature, they are more comfortable taking orders than giving them and they progress slowly, often facing a stigma of being slow learners. Once mature, they are intelligent and insightful, with many being telepaths.

Risian- Risians are a friendly, hedonistic race of humanoids with an open, pleasant culture. They are a casually sexual and openly flirtatious race. They are famed throughout the Federation for their beauty, artistry, and hospitality. Risa is one of the most popular destinations for vacations and shore leave in the galaxy.

Romulan- Romulans were Vulcans who rejected Surak's philosophy and relocated on Romulus and Remus centuries ago. They are a scheming race and brilliant, but their passions can get the best of them. Their intelligence agency, the Tal Shiar, is the most feared in the galaxy. Unlike the Vulcans, they have no widespread psionic teachings.

Saurian (Reptilians)- Famous for their brandy, Saurians are a reptilian race (in fact, during the original five year mission time period, many referred to Saurians as Reptilians). Saurians are capable of breathing an unusually diverse variety of gases. They are photosensitive and many must wear protective goggles in normal lighting. They are also well adapted to the water and can swim at normal speed.

Selay- The Selay are a serpentine race of humanoids with a long-standing feud with the Anticans, with whom they shared a star system.

Shamin- The Shamin are a race of philosophers and religious zealots. Little is known about their culture save that they are never seen without their ceremonial masks and they rarely speak. Their priests do not speak at all. First contact with them was made by Paddy O'Ryan, and their world was called O'Ryan's Planet for decades before its real name was revealed. This is largely because the Shamin have a culture of almost absolute politeness. They simply believed that if the humans wanted to colonize their world and call it O'Ryan's Planet, there was no real reason to argue about it. Many Shamin are telepathic.

Sheliak- The Sheliak are a silicon-based life form with significant technological resources. They are xenophobic, viewing humanoid races as little better than creatures or infestations. They show no hesitation at exterminating humanoids who get in their way, though they are not aggressive. They have a treaty with the Federation. It is enormous and complex, full of the bureaucratic red tape that the Sheliak thrive on.

They prefer to live in a temperature the same as their own bodies.

Slaver (Thrint)- The Slavers, true name Thrintun, were a Cyclops-like reptilian race that ruled the galaxy somewhere around a billion years ago. They were not a particularly sophisticated or advanced race, but possessed the psionic power to subjugate the minds of others. They used this power to enslave all sentient life in the Milky Way and had their slaves construct artifacts of technology that were strikingly advanced. However, following a rebellion by a race called the Tnuctip, the Thrintun issued a psychic order for all life to die. Presumably, this did not work completely since several races are old enough to have existed at the time (the Q for example), but it did eliminate the Thrintun themselves.

Species 8472- Species 8472 was the Borg designation for a tripedal and apparently highly xenophobic non-humanoid species whose actual name is unknown. 8472 was first encountered by the Federation starship USS Voyager in the Delta Quadrant in 2373. The species originates from a dimension called fluidic space, accessible by quantum singularities. They are believed by the Borg to be the apex of biological evolution. Species 8472 is tripedal, around three meters tall, extremely muscular, and biologically unique. Their DNA is arranged in a triple helix formation, and is the most densely coded DNA ever encountered by Starfleet. They are known to have as many as five sexes. The species' immune system is able to destroy anything which penetrates their body systems: chemical, biological, or technological. They are impervious to normal Borg assimilation methods.

Solanae- The Solanae are a transdimensional species native to subspace. They are humanoid but excessively alien. They seem to be uncertain as to the sentience or purpose of normal space species. They have been known to abduct humanoids in their sleep, experiment and examine them, wipe their memory, and then return them to normal space. The returned abductees have only vague notions of disturbing dreams and a feeling of great fatigue. The Solanae appear to extremely advanced, perhaps even more so than the Federation.

Son'a- The Son'a are Ba'ku who departed their new homeworld to find fortune and glory outside of the Briar Patch. They are an unethical race, materialistic, narcissistic, aggressive, and treacherous. They are also diseased and infertile, relying on elaborate medical procedures to prolong their lives and maintain their appearances (such as they are). They armed their ships with illegal subspace weapons, carried plasma disruptors, and were involved in slavery. They possessed advanced weapon and medical technology, particularly in the field of genetics. The Son'a were briefly allied with a rogue element in Starfleet, but are generally antagonistic to the Federation, siding with the Dominion during the war,

Sphere Builder- The Sphere Builders are a race of transdimensional humanoids that are capable of viewing and measuring alternate timelines. They may be capable of time travel. They are partially incorporeal and were capable of walking through walls. Physical weapons cannot harm them at all and energy weapons must be adjusted to their specific resonance to be harmed. They are capable of projecting potent attacks that were capable of doing their PSI in lethal damage over a range of about 10 meters. They possess awe inspiring technology that allowed them to construct massive spherical space stations that disrupted gravity, space, and even the physical laws of the galaxy to create the Delphic Expanse. These spheres were necessary for the Builders to live in the normal space/time continuum- they were as much a terraforming measure as a prelude to invasion. Without these measures, the Builders faded out of space-time. They are a faction in the Temporal Cold War.

Suliban- The Suliban are a race of nomadic humanoids who are largely near-human. However, one faction of the species, calling itself the Cabal, became involved in the Temporal Cold War, gaining advanced technology like cloaking devices and superior transporter devices as well as radical genetic engineering that offered up enhanced abilities. Not all Suliban possess genetic alterations, but those of the Cabal do. All Suliban of the Cabal are extremely difficult to detect with sensors of any kind. In addition, they possess other enhancements. Roll 1d10 and divide by 2, rounding down and treating the roll of a 0 as 0, for the number of alterations from the following list: Perception checks in darkness; Shape change into the form of any other previously encountered humanoid race of similar size and build; Chameleon-like color changing; Elasticity- contorting, stretching, and flattening their bodies; Alter physiology to survive in any atmosphere; Detect lies after making physical contact; Infrared and ultraviolet vision; Spider-like climbing. Other alterations are possible at the GM's discretion. The vicious actions of the Cabal have made the Suliban unwelcome and feared on many worlds where they once had settled in peace.

Talaxian- Talaxians are a warp capable, technologically-advanced species native to the planet Talax in the Delta Quadrant. The Talaxian race engaged in a war with the Haakonian Order in the 2340s and 2350s. As a result of the war, many Talaxians have migrated to different regions of the Delta Quadrant. At least one group of emigrants had reached as far as the Delta/Beta Quadrant boundary. The war ended in 2356 with the deployment of the metreon cascade on the Talaxian moon of Rinax. Seeing the devastation caused by the cascade, the Talaxian government surrendered unconditionally.

Talosian- Talosians are a race of humanoid super-telepaths. They grew addicted to the illusionary used of their impressive abilities, so much so that they degenerated physically. Their telepathic abilities are so advanced that ordinary verbal communication is clumsy for them and reading takes great amounts of time. They are among the most potent psychics Starfleet has ever encountered, possessing flawless telepathy slight clairvoyance, and the ability to create illusions that are indistinguishable from reality- even over distances of several light years. They did possess a psychic blind spot- they could not read thoughts clouded by powerful emotion, especially anger or hatred. In the 23rd century, visiting Talos IV was the only remaining death penalty on the books.

Tamarian- The Tamarians, also known as the Children of Tama, are a race of advanced humanoids. They are on generally friendly terms with the Federation although communication with them is extremely complicated. They communicate not with words, but with allusions to various cultural stories and myths. They are a highly honorable and peaceful race who seem to have an agenda of exploration similar to Starfleet's own.

Taurean- Taureans are a race of ogre-like giants possessing stone-age technology. They are extremely territorial and will fearlessly attack any intruder into their territory with giant throwing spears.

Tellarite- Tellarites are stubborn, blunt, and forthright. They see debate and argument as noble pursuits that reveal the truth. They have poor eyesight, but a superior sense of smell. They have a great fondness of mountains. Male Tellarites are bearded.

Tholian- Tholians are a crystalline race that lives in impossibly hot environments (408 K or greater). They are virtually immune to heat and radiation. They are able to emit radiation to communicate over short distances with other Tholians. They are extremely punctual due to an innate sense of time. The Tholian carapace is immune to heat damage and provides 10 armor against phaser and disruptor fire. However, it will crack, killing the Tholian, if exposed to temperatures below 380 Kelvin. Their ships use an exotic energy weapon that creates a web in space, immobilizing those ships caught within.

Tiburonian- Tiburonians are intelligent, if a bit fanciful. They revere peace and enjoy the energy and idealism of youthful subcultures of most humanoids. They are hedonists whose culture is extremely dependent upon technology, so much so that it weakens them. They have large ears that allow them to hear extremely well.

Trabe- The Trabe were a humanoid, spacefaring civilization from the Delta Quadrant. The Trabe had conquered the Kazon and integrated them in to their society as slave labor, forcing them to live in squalor, separated from the Trabe, who lived in luxury. The Trabe went so far as to provoke the various Kazon sects into fighting amongst themselves in order to keep them under control. Outsiders, such as the Talaxians, knew the Trabe as a highly cultured species. The Trabe did not reveal the truth regarding their oppression of the Kazon, and other governments did not intervene for fear of losing trade opportunities.

Trill- Trill are a humanoid species similar to humans but possessing an abdominal pouch. A few Trill are selected to join with a wormlike symbiot. When joined, the symbiot's personality dominates the host, but the trade-off is the host's access to the lifetime of skills and experiences possessed by the symbiot. Symbiots have extremely long lifetimes. A joined Trill may average his INT into all skills, even those he did not receive as a result of any training.

Troyian- The short, turquoise-skinned Troyians have the unenviable position of sharing a star system with the highly aggressive Elasians. They are a polite race who view the Elasians as rude and arrogant (nothing unusual there). They possess a more advanced civilization on friendly terms with the Federation. In the 23rd century, they were attempting to create peace with the Elasians through intermarriage.

Uxali-The Uxali were a humanoid species native to the Delta Quadrant planet Uxal. Their planet was a peaceful one, on the path to advancement when an Earth probe, Friendship 1 from across the galaxy entered their atmosphere. It told them about the Humans, about how to communicate, and about how to build antimatter and warp technology. Prior to this incident, the Uxali had no idea that antimatter existed. One of the early experiments with such particles resulted in a massive antimatter explosion, polluting the once M-class atmosphere with poisonous gas and radiation.

Vaadwaur- The Vaadwaur are a humanoid species from the Delta Quadrant. Prior to the 15th century, the Vaadwaur discovered and mapped the Underspace, a vast network of subspace corridors that allowed them access to star systems throughout the Delta Quadrant. They used the Underspace for exploration, commerce, and conquest, earning them the envy and enmity of hundreds of species. The population of the Vaadwaur around that time was six billion. The Vaadwaur encountered the Borg during their travels, which at the time had assimilated only a handful of star systems. Another race that they encountered were the Talax-ilzay, the ancestors of modern Talaxians, whose folklore included stories of a "phantom army" that appeared out of thin air and destroyed entire colonies before disappearing. In the old Talaxian language, "vaadwaur" is a word that means "foolish", an admonishment to those who trusted the Vaadwaur. Numerous other, similar references also testify to the aggression of the Vaadwaur.

Vedala- The lemur-like Vedala are the oldest space-faring race known to the Federation. They are very tall- close to three meters- when walking upright, but generally prefer to stoop. They possess technology surpassing the Federation in several ways. They possess advanced holographics, extremely long range transporters that also had the ability to transport through time, and advanced medical technology, including a method of curing madness instantly. They are a somewhat degenerated race, having grown weak over time due to their reliance on technology, preferring to act through intermediaries. They are also rare and reclusive, none having been seen since the 23rd century. They are only ever seen one at a time and utilize asteroids as starships.

Vendorian- Vendorians are a race of shape shifters under strict quarantine by the Federation due to their devious nature. In their natural form, they resemble floating squids with 6 trailing tentacles. Similar to allasomorphs, Vendorians shift by rearranging their molecular structure. They literally become the creature whose appearance they adapt. They can only transform into something they have touched. If they

imitate a specific entity, they must fail a roll on their PSI or absorb some part of the psyche of the imitated individual, taking on some of the feelings and thoughts of the individual. They make a PSI save to cause a living organism they can touch for a full round to fall asleep for 1D10 hours.

Vian- Vians are an extremely advanced race of grey-skinned humanoids. They have complex, sophisticated energy transfer technology that could harness their psychic energy and use it for teleportation and illusions. The device worked only for Vians, though time and effort could be spent to adapt it to others. It was capable of transporting an entire planet's inhabitants over several light years. It could also cause or heal physical injury, create a force field that drew power from the emotions of those caught within, alter the environment of a local area, or alter the passage of time in a local area. They were emotionless and somewhat ruthless. They were attempting to judge whether a planet's populace was worthy of rescuing by trying to evoke higher emotions, like compassion and selflessness from them. However, they were willing to kill and torture any number of test subjects to determine this.

Many of their reasons for attempting to save the populace in the first place are unknown as their true origins.

Voth- The Voth were a saurian species, presumably having evolved from beings originally native to the planet Earth, but later coming to reside in the Delta Quadrant. A significantly advanced species, the Voth were cold-blooded creatures, had a superior sense of smell, and skin pigmentation which altered according to moods. The Voth were governed by a Ministry of Elders. At the heart of their society lay their Doctrine, their guiding principles, which specified that the Voth were the first lifeforms in the quadrant, and that they originated in that area of space. In addition, another clause declared that non-indigenous beings had no rights. Heresy against Doctrine was an arrestable and serious offense. Interestingly, Doctrine also proclaimed breaking the transwarp threshold would be dangerous to the Voth and its society. The race was held back millennia as a consequence. However, someone took a chance, and managed to take the race into a new era.

Vorgon- Vorgons are a fish-like humanoid race with the ability to travel through time. Despite their advanced technology, they do not appear to possess an advanced culture, as the two contacted members of their species were thieves possibly intent on destroying a star. Little is otherwise known about the species.

Vorta- The Vorta are a genetically engineered race who act as diplomats, administrators, and commanders of the Jem'Hadar. They reproduce through cloning. They are virtually immune to poison and possess elongated ears that grant them superior abilities of hearing. Their eyesight is poor. They believe the Founders to be gods. They are extremely loyal to the Founders but desirous of their affections, occasionally leading to rivalries and even wars. Occasionally, the Founders will create a Vorta that possesses psychic powers, especially telekinesis.

Vulcan- Vulcans can roll a save against INT to survive in desert conditions and only need to roll to endure thirst once every week. They cannot roll a save to swim. They have an inner eyelid that protects them from bright or sudden lights. Vulcans have keen sense of hearing. Vulcan females possess a heightened sense of smell. They possess powerful mental disciplines that allow them to ignore pain- they may roll a PSI save to continue acting when their INACT SAVE or UNC THRESH are exceeded. Vulcans possess telepathic abilities, but the range of those abilities is limited. Their Mind Meld is limited to touch. Occasionally, enormously powerful minds have shown the ability to contact Vulcans in subtle fashion over vast distances. Their supposed inability to feel emotion is actually a psionic repression of the powerful emotions that rage in their deeply passionate hearts. Eroding this psionic repression is deadly to them, causing 1 point of damage and 1D10 points of temporary damage per round until control is regained. In the 22nd century, Vulcans were not universally aware of the true teachings of the Surak. As a result, they were somewhat more emotional (for a Vulcan) and lacked much of their psionic awareness.

Xelatian- Xelatians are a cephalopodic species that can only survive about 7 hours at a time out of seawater through the use of a robe-like environment suit that includes technological and natural elements, including a 'wig' of seaweed. They cannot drown and can swim at full speed in water. Their many tentacles make them a force to be reckoned with in Personal Combat. They enjoy a +30 to their Unarmed skill. They communicate with each other through telepathy and bioluminescent color changes.

Xindi- The Xindi are actually five species that evolved on the same planet. Originally there were six, but the avian race was lost in civil wars in the distant past. That loss led to the formation of the Council and its guiding philosophy that the good of the race was dependent upon the races acting together. The races cooperate, but their interaction tends to be volatile. To a Xindi, few things are as unforgivable as killing another Xindi of any race. In the 22nd century, the Xindi were manipulated by the Sphere Builders into constructing a weapon that murdered 7 million people on Earth. In the future, the Xindi join the Federation and even serve in Starfleet.

- **Aquatic-** Aquatic Xindi cannot breathe air. They communicate through a musical, whale-like sing song. They are extremely slow to make decisions. Their ships are powerful, heavily armed, and enormous, though highly susceptible to gravitational disturbances.
- **Arboreal-** Arboreal Xindi are an extremely honest and honorable race who are superior technicians and craftsmen. They are the wisest and most peaceful of the Xindi. They are quite logical, though slow to change their minds. They are fearful of water.
- **Insectoid-** Insectoid Xindi are extremely aggressive, impulsive, and xenophobic, preferring to attack any outsider they feel is threat to them, which is most outsiders they meet. They communicate through a language of clicks and rasps intermixed with violent hand gestures. They are asexual.
- **Primate-** Primate Xindi are similar to humans. They tend to be the most rational of the species and are generally the leaders and engineers of their civilization. They place a great value on family. Their ships are very fast but poorly armed.

- **Reptilian-** Reptilian Xindi are militaristic, inflexible, highly distrustful, and ill-tempered. They are immune to stun settings. They are cold blooded. They dislike heights.
- Xyrillian-** Xyrillians are a peaceful, advanced race of humanoids. They possessed cloaking technology and holographic technology even in the 22nd century. They also employ biotechnological techniques in their starships, growing grass and other vegetables in the ship. They do not have a water-based metabolism and they breathed an atmosphere that was hallucinogenic to most other humanoids. However, they had means of adjusting others to their environment. They possess a means of granting telepathy to those who did not possess it through the shared contact of crystalline stones. Xyrillian females impregnated the males through telepathic means and the child grew in a pouch on the male’s chest in symbiotic fashion. This impregnation is capable of working on humans.
- Yridian-** Yridians are cowardly, deceitful, and best known as information brokers.
- Zakdorn-** Zakdorn are a short, stout race of humanoids who possess the greatest innately strategic minds in the galaxy. They can roll an INT save for Starship Combat Strategy/Tactics, Small Unit Tactics, or Gaming if they do not possess the skill. They can average their INT in if they do. They are generally unpleasant, being arrogant and boastful.
- Zaranite-** Zaranites are a militaristic and ritual-obsessed race from a harsh planet. They are rarely seen without the complex environment suits that maintain not only their native atmosphere, but also a host of fluorine-rich insectoid microorganisms called beega. They are zealots, adhering to beliefs contained in a series of books called the Casavel that they do not allow aliens to read. All that is known definitively about this belief system is that numerology is a key factor in it. Zaranites believe that numbers and formulae can be used to defile an individual’s past and future. Despite their secrecy about their faith, they are not xenophobic in the least. Instead, they are known to be quite gregarious, especially in regards to alien belief systems. They wear necklaces that identify themselves and key events in their life.

Character Generation

Record Endurance Statistics

- MAX OP END: Equal to END
- CURR OP END: Equal to END
- INACT SAVE: 20 (15 for Vulcan and Romulan characters)
- UNC THRESH: 5
- WOUND HEAL RATE: END/20 [round down; Klingons round up]
- FATIGUE HEAL RATE: END/10 [round down; Klingons round up]

Record Combat Statistics

- ACTION POINTS: (AP) DEX/10 (round down) +4
- To-Hit (Modern): Average of DEX and (Marksmanship Modern)
- To-Hit (HTH): Average of DEX and Personal Combat (Unarmed)
- Bare Hand Damage: Derived from STR (below) + Personal Combat (Unarmed)/10 (round down)

1-25	1d10 -3
26-50	1d10
51-75	1d10 +3
76-100	2d10
101-125	2d10 +3

Marine Enlisted Training

Native Skills

Language: Native	30
Medical Science: First Aid (Native)	15
Social Sciences: Native Law	10
Social Sciences: Native Culture/History	10
Native Personal Combat: Unarmed	10
Trivia (Native)	10

Background Skills

Number of Skills: Int/10 rounded down
Half on Education and half on Personal Development
Ranking: 1d10

Educational Development Skills

- Computer Operation
- *Language
- General Medicine (First Aid only)
- *Physical Sciences
- *Planetary Sciences
- *Social Sciences
- *Space Sciences
- *Trivia

Personal Development Skills

- *Artistic Expression
- Bribery
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- *Gaming
- *Language
- Leadership
- *Marksmanship: Archaic Weapons
- Mechanical Engineering

Negotiation/Diplomacy
*Personal Combat: Armed
Personal Combat: Unarmed
*Planetary Survival
*Sports
Streetwise
*Trivia
Vehicle Operation

Basic Education (Age: 16 to 18 years old, roughly equal to High School Education)

Artistic Expression	5
Computer Operation	10
Language: Galactic	30
Language: Native	30
Language: (Two of Choice)	15 each
Life Science: Biology	10
Medical Science: General Medicine or First Aid (Native)	10
Physical Science: Physics	15
Physical Science: Mathematics	15
Social Science: Economics	15
Social Science: Federation Law	10
Social Science, Native Culture/History	15
Social Science, Native Law	15
Sports (One of Choice)	10
Trade and Commerce	5

Basic Training (0.5 years)

Computer Operation	10
Language (Galactic)	30
Life Sciences (any)	5
Marksmanship, Modern	10
Personal Combat, Armed	10
Personal Combat, Unarmed	10
Physical Sciences (any)	5
Planetary Sciences (any)	5

Planetary Survival, Basic	10
Social Sciences: Federation Culture/History	10
Social Sciences Federation History	10
Sports: Mixed Martial Arts	10
Trivia, Starfleet Marine Corps	20

Outside Electives

Pick 5 skills from the following list

Artistic Expression

Carousing

Gaming

Marksmanship: Archaic

Sports

Streetwise

Trivia

Vehicle Operation

Rating = 10 each Skill

Advanced Training (all schools, 0.5 years)

Communication Systems Operation	10
Computer Operation	10
Damage Control Procedures	15
Electronic Technology	10
Environmental Suit Operations	15
Language, Galactic	20
Language (Two of Choice)	15 each
Marksmanship, Modern Weapon	20
Mechanical Engineering	10
Personal Combat, Unarmed	20
Small Unit Tactics	10
Social Science: Federation Culture/History	10
Social Science: Federation Law	10
Sports (One of Choice)	15
Starship Sensors	10
Transporter Operational Procedures	10

Vehicle Operation (Grav Vehicle)	10
Zero-G Operations	10

Advanced Study

INT/10 (round down)
Rating: 1d10
Choices: Only Skills already known

Outside Electives

Two of Choice
Rating: 1d10

Military Occupational Specialty

Unlike other departments of Starfleet, the Marine Corps shares its personnel with several other groups, which leads to Marines having several different, diverse duties. Marines can generally be found in every department including Science and Medical.

The Military Occupational Specialty (MOS) is a system of job classification. Using a four digit code, it designates what field and specific occupation a Marine performs. Segregated between officers and enlisted, the MOS determines the staffing of a unit. Some MOS’s change with rank to reflect supervisory positions, others are secondary and represent a temporary assignment outside of a Marine’s normal duties or special skill.

This also determines what color of shirt the Marine can wear. Assignment to any of the codes that have responsibilities where the Marine directly reports to another Starfleet department, the Marine can use the shirt color of that department. For example, a Marine whom commands a starship that is deployed as part of a fleet can elect to wear the red uniform shirt with their Marine rank.

Starfleet Marine Corps Primary MOS

Marine-Infantry

Environmental Suit Operations	20
Marksmanship (archaic)	10
Marksmanship (modern)	20
Personal Combat, armed (knife)	15
Personal Combat, unarmed	20
Personal Weapons Technology	10
Small Equipment Systems Operation	10
Planetary Survival (Three of Choice)	10 each
Small Unit Tactics	15
Sports: MMA or Swimming/Scuba	30

Vehicle Operation (Grav Vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine Corps Secondary MOS List
Starfleet Marine-Bridge Command Specialist

Communications Systems Operation	10
Communications Systems Technology	10
Computer Operation	10
Computer Technology	10
Damage Control Procedures	20
Deflector Shield Operation	20
Electronics Technology	20
Environmental Suit Operation	10
Language (Three of Choice)	10 each
Leadership	10
Medical Science: First Aid (Native)	10
Physical Science (One of Choice)	10
Planetary Science (One of Choice)	10
Small Equipment Systems Operation	20
Social Science: Federation Culture/History	15
Social Science: Federation Law	15
Space Science, Astrogration	15
Starship Combat Strategy/Tactics	10
Starship Helm Operation	15
Starship Sensors	10
Starship Weaponry Operation	20
Sub-Light Drive Technology	15
Tractor Beam Operations	10
Transporter Operation Procedures	10
Warp Drive Technology	10
Specialty Skills (Any of the above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Combat Engineer

Communications Systems Technology	10
Demolitions	30
Electronics Technology	15
Environmental Suit Operations	20
Life Support System Technology	15
Marksmanship: Modern	10
Mechanical Engineering	25
Personal Combat (unarmed)	10
Personal Weapons Technology	10
Physical Science: Chemistry	20
Physical Science: Physics	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Small Unit Tactics	10
Space Science, Astrogration	15
Transporter Operation Procedures	10
Transporter Systems Technology	10
Vehicle Operation (Grav Vehicle)	20
Vehicle Mechanic	15
Zero- G Operations	10
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Communications

Communications Systems Ops	20
Communications Systems Tech	20
Computer Operation	10
Computer Technology	10
Cryptology	15
Damage Control Procedures	10
Electronics Technology	15
Environmental Suit Operation	10
Language (Three of Choice)	20 each
Marksmanship, Modern	10
Personal Combat, Unarmed	10
Personal Weapons Technology	10
Planetary Survival, Basic	10

Security Procedures	20
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Small Unit Tactics	10
Social Science, Federation Law	10
Social Science, Federation Cult/History	10
Surveillance	20
Zero-G Operations	10
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Corpsman

Computer Operation	10
Environmental Suit Operation	15
Life Support Systems Technology	15
Medical Science	
General Medicine, First Aid	20
General Medicine, Specialty	20
General Medicine, Emergency Medicine	20
General Medicine, Psychology (Specialty Race)	10
Marksmanship, Modern	10
Personal Combat, Armed (Knife)	20
Personal Combat, Unarmed	10
Planetary Survival (Two of Choice)	10 each
Security Procedures	10
Small Equip Systems Operation	20
Small Equip Systems Technology	10
Small Unit Tactics	10
Social Science, Federation Law	10
Social Science, Federation Culture/History	10
Zero-G Operations	10
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Engineering Specialist

Computer Operations	25
Computer Technology	15
Damage Control Procedures	15

Electronic Engineering	15
Environmental Suit Operations	20
Holodeck Operations Procedures	15
Holodeck Systems Technology	15
Marksmanship (modern)	20
Mechanical Engineering	15
Personal Combat, armed (knife)	15
Personal Combat, unarmed	10
Personal Weapons Technology	15
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Space Science: Astronautics	20
Tractor Beam Operations	10
Tractor Beam Technology	15
Transporter Operation Procedures	20
Transporter System Technology	15
Specialty: Divide up 40 points between two of the following skills or add 30 extra points to one of the skills listed above.	
Communication Systems Technology	
Deflector Shield Technology	
Shuttlecraft Systems Technology	
Small Vessel Engineer	
Starship Weaponry Technology	
Sub-Light Drive Technology	
Vehicle Mechanic	
Warp Drive Technology	

Starfleet Marine-Force Recon

Disguise	20
Environmental Suit Operations	20
Marksmanship (archaic)	15
Marksmanship (modern)	15
Personal Combat (armed)	10
Personal Combat (unarmed)	15
Personal Weapons Technology	10
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15

Planetary Survival (Four of Choice)	30 each
Small Unit Tactics	10
Sports: Swimming/Diving or Swimming: Scuba	30
Stealth	40
Surveillance	30
Vehicle Operation (Grav Vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Heavy Weapon

Demolitions	30
Environmental Suit Operations	20
Marksmanship (archaic)	10
Marksmanship (modern)	15
Marksmanship (modern-heavy)	30
Mechanical Engineering	15
Personal Combat (armed)	10
Personal Combat (unarmed)	15
Personal Weapons Technology	25
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Planetary Survival (any)	10
Small Unit Tactics	10
Sports: Swimming/Scuba	30
Vehicle Operation (Grav Vehicle)	20
Vehicle Operations (Power Armor)	15
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Mechanized Infantry

Deflector Shield Operation	30
Deflector Shield Technology	10
Electronic Engineer	10

Environmental Suit Operations	25
Marksmanship (archaic)	10
Marksmanship (modern)	10
Marksmanship (modern-heavy)	30
Personal Combat (armed)	15
Personal Combat (unarmed)	10
Personal Weapons Technology	15
Planetary Survival (Three of Choice)	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Small Unit Tactics	15
Vehicle Operation (Grav Vehicle)	40
Vehicle Operation (Power Armor)	20
Vehicle Operation (Wheeled Vehicle)	20
Zero-G Operations	20
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Military Police

Animal Handling	15
Communications Systems Ops	15
Computer Operations	15
Environmental Suit Operations	10
Investigation	20
Interrogation	15
Marksmanship (Modern Weapon)	15
Person Combat, armed (Knife)	20
Personal Combat, unarmed	10
Personal Weapons Technology	15
Physical Science: Mathematics	10
Physical Science: Physics	10
Security Procedures	20
Small Equipment Systems Operations	10
Small Unit Tactics	10
Shuttlecraft Pilot	10
Surveillance	15

Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points
Starfleet Marine-Operations Specialist	
Communications Systems Operation	20
Communications Systems Technology	15
Computer Operations	10
Computer Technology	10
Damage Control Procedures	15
Deflector Shield Operations	10
Deflector Shield Technology	10
Holodeck Operations Procedures	15
Holodeck Systems Technology	10
Language (Two of choice)	20 each
Physical Science: Computer	20
Small Equipment Systems Operations	15
Small Equipment Systems Technology	10
Social Sciences: Law (any)	10
Social Sciences: Culture and History (any)	20
Tractor Beam Operations	10
Tractor Beam Technology	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points
Starfleet Marine-Science Specialist	
Computer Operation	15
Computer Technology	10
Electronics Technology	10
Environmental Suit Operations	10
Holodeck Operations Procedures	10
Sciences (any, except for Medical and Social)	
Related majors (Choice of Two)	20 each
Related minors (Choice of Two)	15 each
Other fields (Choice of Two)	10 each
Any field	Total of 15 Points
Starship Sensors	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Small Vessel Pilot (Can pilot vessels Class III or smaller)	
Computer Operation	10
Deflector Shield Operation	30
Deflector Shield Technology	10
Electronic Engineer	10
Environmental Suit Operations	25
Shuttlecraft Pilot	30
Shuttlecraft Systems Technology	10
Small Vessel Pilot	20
Space Sciences: Astrogation	15
Space Sciences: Astronautics	15
Starship Helm Operations	20
Starship Sensors	10
Starship Weaponry Operation	20
Starship Weaponry Technology	10
Sub-Light Drive Technology	10
Warp Drive Technology	10
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine-Sniper	
Clandestine Operation	25
Environmental Suit Operations	20
Marksmanship, archaic (Projectile)	20
Marksmanship (modern)	20
Marksmanship (modern-sniper)	30
Personal Combat, armed (knife)	10
Personal Combat (unarmed)	20
Personal Weapons Technology	25
Physical Science: Math	15
Physical Science: Physics	20
Planetary Survival (Three of Choice)	10 each
Small Equipment Systems Operations	15
Small Equipment Systems Technology	10
Small Unit Tactics	10
Sports: Swimming/Scuba	30
Stealth	40

Streetwise	10
Surveillance	30
Vehicle Operation (Grav Vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine Security Specialist

Communication Systems Operations	10
Environmental Suit Operations	10
Intelligence Procedures	15
Investigation	20
Marksmanship (Modern Weapon)	20
Personal Combat (unarmed)	20
Person Combat (armed)	20
Personal Weapons Technology	15
Security Procedures	20
Small Unit Tactics	10
Shuttlecraft Pilot	10
Surveillance	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Starfleet Marine Special Operations

Communication Systems Operation	20
Clandestine Operation	30
Demolitions	30
Disguise	10
Environmental Suit Operation	20
Intelligence Procedures	20
Interrogation	20
Languages (Three of Choice)	20 each
Marksmanship: Modern	25
Marksmanship: Modern (Sniper)	30
Personal Combat: Armed	15
Personal Combat: Unarmed	15
Personal Weaponry Technology	15

Planetary Survival (Four of Choice)	15 each
Security Procedures	20
Shuttlecraft Pilot	10
Small Equipment Systems Operation	10
Small Unit Tactics	20
Stealth	30
Transporter Operation Procedures	15
Zero-G Operations	10
Zero-G Combat	20
Vehicle Operations	20
Specialty Skills (Four of Choice)	Total of 40 Points

Starfleet Marine-Tactical Specialist

Computer Operation	10
Deflector Shield Operation	15
Damage Control Procedures	10
Electronic Engineering	15
Environmental Suit Operations	20
Marksmanship, Modern	15
Marksmanship (modern-heavy)	20
Personal Combat, armed (knife)	10
Personal Combat (unarmed)	20
Personal Weapons Technology	25
Security Procedures	20
Starship Combat Strategy/Tactics	10
Starship Sensors	25
Starship Weapons Operation	20
Starship Weapons Technology	25
Vehicle Operation (Grav Vehicle)	40
Vehicle Operation (Power Armor)	20
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Advanced Training

- Number of Skills: INT/10, Rounded Down
- Rating = 1d10
- Choice = Skills already known

Outside Training

Number of Skills: Two of Choice
Rating = 1d10

Graduation Results

- 01-05 = High Honors, promoted to NCO
- 06-15 = Honors, promoted to E2
- 16-00 = Passed, promoted to E1
- LUC 70+ = -10
- LUC 60-69 = -5
- LUC 01-40 = +5

Tour Assignments- First Tour

Roll to determine First Tour Assignment. Modify the roll according to LCK and Cadet Cruise Results. Roll 1D10/2 to determine the length of the tour (in years).

Die Roll	First Tour
01-20	Starfleet Intelligence
21-60	Starfleet Military Operations Command
61-100	Starfleet Operations Command

Starfleet Intelligence: Starfleet Intelligence is a separate organization within Starfleet. It frequently sends its agents into the field to gain experience and monitor tense political situations. It also often borrows Starfleet officers to assist in its field operations. Starfleet Intelligence does not conduct missions of assassination or political destabilization, nor does it spy on Federation citizens. It most frequently acts to correct such acts conducted by unethical Starfleet officers or hostile intelligence agencies, in covert rescue operations, or in undercover operations to apprehend criminals. The Department of Temporal Investigation operates out of Starfleet Intelligence.

Starfleet Military Operations Command: Despite utilizing traditional military organization to maintain discipline and train its officers, Starfleet is not a traditional military- any more than NASA is. It uses its military might strictly as a defensive measure and a patrol force, usually along the Romulan and Klingon Neutral Zones. When called upon, the might of Starfleet is impressive. The Starfleet Marine Corps is ordered out of this command. Starfleet Marines is the traditional military of the Federation and their officers are usually found on ships assigned to the Military Operations Command.

Starfleet Operations Command: Starfleet Operations Command is the highest administrative body of Starfleet. It operates out of Starfleet Command in San Francisco, Earth and in orbit in Earth Spacedock. It is responsible for the movements of the fleet, assignments of vessels, and the general administration of Starfleet and all of its Command branches and operations. Many officers of Starfleet seek the opportunity to serve in this Command as a jumping-off point towards the admiralty.

Star Fleet NCO Training (.5 years)

Administration	20	
Computer Operation	10	
Communication Systems Operation	10	
Instruction	20	
Intelligence Procedures	15	
Leadership	20	
Negotiations/Diplomacy	10	
Security Procedures	15	
Small Unit Tactics	20	
Starship Combat Strategy/Tactics	10	
Social Science: Federation Law	10	
Zero-G Combat	10	
Specialty Skills (Three of Choice, Related to NCO Training)		Total of 30 Points

Advanced Training

Number of Skills: INT/10, rounded down

Skill Ranking: 1d10+1

Choice: Skills Already Known

Outside Electives

Two of Choice Skills

Rating: 1d10

Tour Assignments- Subsequent Tours

Roll to determine Subsequent Tour Assignments. Total the modifiers for LCK and the EER Results of the previous tour and refer to the appropriate column for the result of the assignment roll.

Roll 1D10/2 to determine the length of each tour (in years).

Die Roll	Subsequent Tours
01-20	Starfleet Intelligence
21-60	Starfleet Military Operations Command
61-85	Starfleet Operations Command
86-100	Starfleet Academy

Starfleet Intelligence: Starfleet Intelligence is a separate organization within Starfleet. It frequently sends its agents into the field to gain experience and monitor tense political situations. It also often borrows Starfleet officers and enlisted personnel to assist in its field operations. Starfleet Intelligence does not overtly conduct missions of assassination or political destabilization, nor does it spy on Federation citizens. It most frequently acts to correct such acts conducted by unethical Starfleet officers or hostile intelligence agencies, in covert rescue operations, or in undercover operations to apprehend criminals. The Department of Temporal Investigation operates out of Starfleet Intelligence.

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Starfleet Academy: Starfleet Academy is where Starfleet and the Federation trains most of its officers. It is only partially a military training camp. It is just as much a well-respected and revered university that employs a well-trained staff of educators covering every field. Besides these educators, Starfleet also likes to employ experienced members of the Fleet to guide cadets and assist in their training and education. It is seen as a mark of distinction to be asked to perform such a duty.

Starfleet Marine Warrant Officer Academy (1.5 Years, usually requires taking 10 years in tours of duty and must be a NCO)

Administration	20
Communication Systems Operation	15
Communication Systems Technology	10
Computer Operations	15
Computer Technology	10
Instruction	30
Intelligence Procedures	20
Leadership	30
Languages (Three of Choice)	15 each
Negotiations/Diplomacy	10
Security Procedures	20
Small Equipment System Operation	10
Small Unit Tactics	15
Social Sciences: Federation Law	20
Social Sciences: Federation Culture/History	20
Starship Combat Strategy/Tactics	30
Zero-G Operations	10
Specialty Skills (Three of Choice, Previous Skills Trained for MOS)	25 each

Advanced Training

Number of Skills: INT/10, Rounded Down

Skill Ranking: 1d10

Choice: Skills Already Known

Post-Academy Skills

Increase a number of skills based upon time served, tour assignment, and attributes. Choose from any skill already possessed or as designated by the assignment. Roll 1D10 for each. Skills may be chosen more than once.

Base Number of Skills:

1 roll for every 2 years of service.

Modify For Attributes:

INT: 70+ +2 rolls

60-69 +1 roll

LCK: 70+ +2 rolls

60-69 +1 roll

Special Skill Considerations by Tour Type:

- Military Operations Command: +1 roll to Starship Combat Strategy/Tactics or Small Unit Tactics per tour
- Starfleet Intelligence Command: +1 roll to Intelligence Procedures, Clandestine Operations, and Surveillance per tour.
- Starfleet Operations Command: +1 roll to Administration and either Federation/Starfleet Law or Negotiation/Diplomacy per tour.
- Starfleet Academy: +1 roll to Instruction and one Branch skill of choice per tour.

Starfleet Marine Officer Training

Native Skills

Language: Native	30
Medical Science: First Aid (Native)	15
Social Sciences: Native Law	10
Social Sciences: Native Culture/History	10
Personal Combat: Unarmed (Native)	10
Trivia (Native)	10

Basic Education (16-18 years of Age)

Artistic Expression	5
Computer Operation	20
Holodeck Operations Procedures	10
Language: Galactic	30
Language: Native	40
Language: (Two of Choice)	15 each
Life Science: Biology	10

Med Science: General Medicine or First Aid (Native)	10
Physical Science: Physics	15
Physical Science: Mathematics	15
Social Science: Economics	15
Social Science: Federation Law	10
Social Science, Native Culture/History	15
Social Science, Native Law	15
Sports (One of Choice)	10
Trade and Commerce	5
Trivia (One of choice)	10
Vehicle Operation (One of Choice)	10

Background Skills:

Number of Skills: Int/10 rounded down
Half on Education and half on Personal Development
Ranking: 1d10

Educational Background Skills

- Computer Operations
- *Language
- *Life Sciences
- General Medicine (First Aid only)
- Holodeck Operations Procedures
- *Physical Sciences
- *Planetary Sciences
- *Social Sciences
- *Space Sciences
- *Trivia

Personal Background Skills

- *Artistic Expressions
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- Computer Technology
- Electronics Technology

- Holodeck Systems Technology
- *Gaming
- *Language
- Leadership
- *Marksmanship: Archaic
- Mechanical Engineering
- Negotiations/Diplomacy
- *Personal Combat: Armed
- *Personal Combat: Unarmed
- *Planetary Survival
- *Shuttlecraft Pilot
- *Sports
- Streetwise
- *Trivia
- *Vehicle Operations

Advanced Study
Number of Skills: Int/10, rounded down
Skill Rating: 1d10
Choice: Only those skills already known

Core Academy Training (First Part of Academy Training-2 Years)

Core Curriculum Skills	
Computer Operations	30
Holodeck Operations Procedures	20
Language: Galactic	40
*Language (Two of choice)	20 each
*Life Sciences (Two of Choice)	10
Physical Sciences: Mathematics	10
*Physical Sciences (One of Choice)	10
*Planetary Sciences (One of Choice)	10
Social Sciences: Federation Law	15
Social Sciences: Federation Culture/History	15
Sports (One of Choice)	15
Vehicle Operation	10

Space Science Curriculum Skills	
*Space Sciences: Astronomy	15
*Space Sciences (Two of Choice)	10 each
Damage Control Procedures	10
Environmental Suit Operations	10
Shuttlecraft Pilot	20
Starship Sensors	10
Starship Combat Strategy/Tactics	5
Transporter Operation Procedures	10
Zero-G Operations	10
Officer Training Curriculum Skills	
Administration	10
Instruction	10
Leadership	10
Marksmanship: Modern	20
Medical Science:	
General Medicine: First Aid	10
General Medicine: Psychology (General)	10
Personal Combat: Unarmed	20
Personal Weapons Technology	10
Security Procedures	10
Small Equipment Systems Operation	10
Small Unit Tactics	10
Advanced Study	
Number of Skills: Int/10, rounded down	
Skill Rating: 1d10	
Choice: Only those skills already known	

The Two Primary Starfleet Marine Corps Officer MOS (Second Part of Academy Training)

Starfleet Marine Line Officer (2 Years of Training, but the character is allowed to take other Branch School courses to fulfill the roles normally covered by Regular Starfleet Personnel.)

Administration	20
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Communication Systems Operation	15
Computer Operations	15
Environmental Suit Operations	20
Instruction	20
Languages (Three of Choice)	20 each
Leadership	25
Marksmanship (archaic)	15
Marksmanship (modern)	30
Negotiations/Diplomacy	10
Personal Combat (armed)	30
Personal Combat (unarmed)	30
Personal Weapons Technology	15
Planetary Survival (Two of Choice)	20 each
Security Procedures	15
Small Equipment Systems Operation	10
Small Unit Tactics	20
Sports (Mixed Martial Arts or Boxing)	30
Transporter Operation Procedures	10
Vehicle Operation (grav vehicle)	20
Zero-G Operations	30
Zero-G Combat	20
Specialty Skills (Choice of Three)	Total of 45 Points

Starfleet Marine Combat Pilot (2 Years)

Administration	20
Communication Systems Operation	10
Computer Operations	15
Damage Control Procedures	10
Deflector Shield Operation	20
Deflector Shield Technology	10
Electronics Technology	20
Environmental Suit Operations	15
Life Support Systems Technology	20
Marksmanship, Modern	15
Mechanical Engineering	30
Personal Combat, Unarmed	15

Planetary Survival, Basic	25
Planetary Survival (Two of Choice)	15 each
Shuttlecraft Pilot	25
Shuttlecraft Systems Technology	15
Small Vessel Engineering	15
Small Vessel Pilot	40
Space Science: Astrogration	30
Space Science: Astronautics	15
Starfighter Engineer	20
Starfighter Pilot	40
Starship Combat Strategy/Tactics	40
Starship Helm Operation	30
Starship Sensors	15
Starship Weaponry Operation	25
Starship Weaponry Technology	15
Sub-Light Drive Technology	15
Zero-G Operations	20
Warp Drive Technology	15
Specialty Skills (Four of Choice)	Total of 60 Points

Secondary Starfleet Marine Corps MOS
(Third Part of Academy Training if the Officer’s Test Scores and Performance Warrant such Additional Education, Officers can draw training from the Enlisted Secondary MOS or from the choices below, Post Cadet Cruise)

Starfleet Marine Bridge Command Specialist (2.5 years)	
Administration	15
Communication Systems Operation	10
Computer Operation	20
Computer Technology	10
Damage Control Procedures	20
Deflector Shield Operation	20
Deflector Shield Technology	15
Electronics Technology	10
Environmental Suit Operation	10
Holodeck Operations Procedures	15

Instruction	25
Language (Three of Choice)	20 each
Leadership	30
Life Science (Two of Choice)	10 each
Medical Science: First Aid (Native)	10
Physical Science (Two of Choice)	10
Planetary Science (One of Choice)	10
Security Procedures	15
Small Equipment Systems Operation	20
Social Science: Federation Culture/History	15
Social Science: Federation Law	15
Space Science: Astrogation	25
Space Science: Two of Choice	20 each
Starship Combat Strategy/Tactics	30
Starship Helm Operation	30
Starship Sensors	25
Starship Weaponry Operation	30
Starship Weaponry Technology	15
Sub-Light Drive Technology	15
Transporter Operation Procedures	10
Warp Drive Technology	10
Specialty Skills (Three of Choice)	Total of 60 Point

Starfleet Marine Combat Engineer (2Years)

Administration	15
Communications Systems Operations	10
Communications Systems Technology	20
Computer Operation	10
Computer Technology	15
Demolitions	30
Electronics Technology	20
Environmental Suit Operations	20
Leadership	10
Life Support Systems Technology	10
Marksmanship (modern)	10
Mechanical Engineering	30

Personal Combat (armed)	10
Personal Combat (unarmed)	10
Personal Weapons Technology	20
Small Equipment Systems Operation	15
Small Equipment Systems Technology	30
Transporter Operation Procedures	10
Transporter Systems Technology	15
Vehicle Operation (Grav vehicle)	20
Vehicle Operation (Power Armor)	15
Zero- G Operations	10
Specialties (Three of Choice)	Total of 45 Points

Starfleet Marine Chaplain (4 Years)

Administration	25
Artistic Expression (Oratory)	20
Communication Systems Operation	20
Computer Operation	15
Holodeck Operations Procedures	15
Instruction	20
Language (Four of Choice)	30 each
Leadership	20
Life Science: Biology	25
Medical Science	
General Medicine	20
Psychology (General)	30
Psychology (Three Races of Choice)	15 each
Negotiation/Diplomacy	25
Security Procedures	10
Social Science	
Federation Culture/History	15
Federation Law	10
Culture/History (Native)	30
Culture/History (Three Races of Choice)	20
Theology (Native)	30
Theology (Three Races of Choice)	20
Surveillance	30

Trivia (Three of Choice)	15 each
Specialty Skills (Three of Choice)	Total of 60 Points

Starfleet Marine Diplomatic Intelligence Specialist (4 years)

Administration	30
Communication Systems Operation	15
Communication Systems Technology	15
Computer Operation	15
Instruction	20
Intelligence Procedures	15
Languages (Four of Choice)	30 each
Leadership	20
Medical Science	
Psychology (General)	10
Negotiation/Diplomacy	30
Security Procedures	25
Social Science: Federation Law	40
Social Science: Law (Three of Choice)	20 each
Social Science: Culture/History: Federation	40
Social Science: Culture/History (Three of Choice)	20 each
Social Science: Political Science	15
Streetwise	20
Trivia: Interspatial Relations	20
Trade and Commerce	10
Value Estimation	10
Specialty Skills (Four of Choice)	Total of 40 Points

Starfleet Marine Engineering Specialist (4 Years)

Administration	15
Communication Systems Operation	10
Communication Systems Technology	25
Computer Operation	20
Computer Technology	40
Damage Control Procedures	25
Deflector Shield Technology	20
Electronics Technology	35

Holodeck Operations Procedures	10
Holodeck Systems Technology	20
Instruction	15
Leadership	15
Life Support Systems Technology	20
Mechanical Engineering	40
Physical Sciences (Four of Choice)	25 each
Shuttlecraft Systems Technology	20
Small Equipment Systems Operation	25
Small Equipment Systems Technology	15
Space Science: Astronautics	30
Space Science: Astrophysics	10
Starship Sensors	20
Starship Helm Operations	30
Starship Weaponry Technology	20
Sub-Light Drive Technology	25
Teleporter Operations Procedures	15
Transporter Systems Technology	20
Warp Drive Technology	40
Specialty Skills (Four of Choice)	Total of 80 Point

Starfleet Marine Flight Control Specialist (2 Years, Class V Vessels or smaller, but can be stationed aboard larger vessels as Pilots)

Administration	10
Communications Systems Operation	20
Computer Operations	20
Computer Technology	15
Damage Control Procedures	20
Deflector Shield Operations	25
Deflector Shield Technology	10
Electronics Technology	10
Instruction	20
Language (Two of Choice)	15 each
Leadership	10
Negotiations/Diplomacy	20
Shuttlecraft Pilot	30
Shuttlecraft Systems Technology	15

Small Vessel Pilot	40
Small Vessel Engineer	20
Space Science: Astrogration	40
Starship Sensors	20
Starship Combat Strategy/Tactics	25
Starship Helm Operations	40
Starship Weaponry Operation	15
Starship Weaponry Technology	15
Sub-Light Drive Technology	10
Warp Drive Technology	10
Specialty Skills (Three Skills of Choice)	Total of 45 Points

Starfleet Marine Criminal Investigator (2 years)

Administration	20
Clandestine Operations	25
Communication System Operations	10
Computer Operation	10
Damage Control Procedures	15
Electrical Engineering	10
Intelligence Procedures	25
Interrogation	20
Investigation	30
Languages (Three of Choice)	25 each
Leadership	15
Life Science (Two of Choice)	20 each
Marksmanship, Modern	25
Medical Science, Forensics	25
Mechanical Engineering	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	25
Physical Science (Three of Choice)	20 each
Security Procedures	30
Shuttlecraft Pilot or Small Vessel Pilot	10
Small Equipment Systems Operations	15
Small Equipment Systems Technology	20
Social Science	

Culture/History (Federation)	25
Culture/History (Two of Choice)	15
Law (Federation)	40
Law (Two of choice)	20 each
Starship Sensors	15
Streetwise	20
Surveillance	20
Specialty Skills (Four of Choice)	Total of 60 Points

Starfleet Marine Judge Advocate General (4 years)

Administration	25
Computer Operation	20
Environmental Suit Operation	10
Instruction	25
Investigation	30
Interrogation	15
Language (Four of Choice)	20 each
Leadership	25
Life Science: Biology	10
Marksmanship: Modern	15
Medical Science: General Medicine (Native)	10
Personal Combat: Unarmed	15
Personal Weapons Technology	10
Physical Science (Two of Choice)	10
Planetary Science (One of Choice)	10
Small Equipment Systems Operation	15
Social Science	
Federation Culture/History	15
Federation Law	30
Racial Culture/History (Two of Choice)	10 each
Racial Law (Two of Choice)	25 each
Space Science	
Astronomy	15
Others (Two of Choice)	10 each
Starship Sensors	10
Transporter Operation Procedures	10

Zero-G Operations	10
Specialty <i>Skills (Three of Choice)</i>	Total of 45 Points

Starfleet Marine Medical Specialist (4 Years-Nurse Practitioner)

Administration	15
Communication Systems Operation	10
Computer Operations	20
Damage Control Procedures	10
Language (Two of Choice)	15 each
Electronics Technology	15
Life Science (Three of Choice)	20 each
Life Support Systems Technology	15
Medical Sciences	
General Medicine: Specialty Race	40
Other Races (Three of Choice)	20 each
Emergency Medicine	20
Surgery	20
Psychology: Native	40
Psychology: Other Races (Three of Choice)	15 each
Physical Science: Chemistry	20
Small Equipment Systems Operation	20
Starship Sensors	10
Specialty Skills (Three of Choice)	Total of 45 Points

Starfleet Marine Medical Specialist (8 Years-Physician)

Administration	30
Communication Systems Operation	10
Computer Operations	20
Damage Control Procedures	15
Language (Two of Choice)	20 each
Electronics Technology	15
Life Science (Four of Choice)	30 each
Life Support Systems Technology	25
Medical Sciences	
General Medicine: Specialty Race	40
Other Races (Three of Choice)	30 each

Emergency Medicine	30
Pathology	30
Medical Specialty	25
Surgery	30
Psychology: Specialty Race	40
Psychology: Other Races (Three of Choice)	20 each
Physical Science: Chemistry	35
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15
Starship Sensors	20
Specialty Skills (Three of Choice)	Total of 60 Points

Starfleet Marine Military Police (3 years)

Administration	15
Animal Handling	10
Communication Systems Operation	30
Communication Systems Technology	10
Computer Operations	20
Computer Technology	15
Damage Control Procedures	30
Electronic Technology	20
Investigation	25
Languages (Three of Choice)	20 each
Marksmanship: Modern	15
Life Sciences, Biology	15
Medical Science, Forensics	20
Medical Sciences: Psychology (General)	15
Personal Combat: Armed (Knife)	15
Personal Combat: Unarmed	15
Personal Weapons Technology	20
Physical Science, Chemistry	15
Physical Science, Metallurgy	15
Security Procedures	40
Shuttlecraft Pilot	20
Small Equipment Systems Operation	20
Starship Sensors	20

Zero-G Operations	20
Zero-G Combat	10
Specialty Skills (Choice of Three)	Total of 45 Points

Starfleet Marine Mission Coordinator (3 years)

Administration	30
Clandestine Operations	40
Communications System Operation	25
Communications System Tech	15
Computer Operation	30
Computer Technology	20
Cryptology	20
Disguise	30
Electronics Technology	25
Intelligence Procedures	40
Investigation	30
Instruction	25
Gaming, 3-D Chess or 3-D Go	20
Leadership	30
Language (Four of Choice)	25 each
Marksmanship, Modern	15
Medical Science, Psychology (Native)	30
Medical Science, Psychology (Choice of Three)	25 each
Personal Combat, Unarmed	15
Planetary Survival (Four of Choice)	15 each
Security Procedures	25
Social Science, Law (Four of Choice)	15 each
Social Sciences, Culture/History (Four of Choice)	30 each
Starship Combat Strategy/ Tactics	30
Streetwise	25
Surveillance	40
Trivia (Four of Choice)	25 each
Specialty Skills (Four Skills of Choice)	Total of 60 points

Starfleet Marine Psychological Warfare Specialist (4 years)

Administration	40
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Artistic Expression: Acting	50
Carousing	25
Clandestine Operations	30
Communications System Operation	20
Communications System Techology	10
Computer Operation	30
Computer Technology	10
Electronics Technology	20
Holodeck Systems Operations	25
Interrogation	45
Intelligence Procedures	40
Investigation	40
Language (Three of Choice)	40 each
Life Science, Biology	15
Medical Science: General Medicine (Native)	30
Medical Science: Psychology (Native)	40
Medical Science: Psychology (Three of Choice)	25 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Social Sciences: Culture/History (Four of Choice)	30 each
Surveillance	25
Trivia (Four of Choice)	15 each
Specialty Skills (Four of Choice)	Total of 60 points

Starfleet Marine Operations Specialist (2 Years)

Administration	15
Communication Systems Operations	30
Communication Systems Technology	20
Computer Operations	30
Computer Technology	20
Deflector Shield Operations	30
Deflector Shield Technology	15
Damage Control Procedures	30
Electronics Engineering	15
Environmental Suit Operations	10
Instruction	15

Language (Three of Choice)	20 each
Holodeck Operations Procedures	15
Holodeck Systems Technology	15
Leadership	20
Marksmanship: Modern	10
Negotiations/Diplomacy	15
Personal Combat: Armed	10
Personal Combat: Unarmed	10
Physical Science: Mathematics	15
Physical Science: Computer	40
Security Procedures	20
Small Equipment Systems Operation	30
Small Equipment Systems Technology	15
Social Science: Federation Law	20
Social Science: Federation Culture/History	20
Starship Sensors	20
Specialty Skills (Three of Choice)	Total of 45 points

Starfleet Marine Science Specialist (4 Years)

Administration	15
Computer Operations	40
Computer Technology	10
Holodeck Operations Procedures	15
Life Science (Four of Choice)	30 each
Life Support Systems Technology	20
Medical Sciences: General Medicine (Native)	30
Medical Sciences: Psychology (Native)	20
Medical Sciences: Other (Two of Choice)	10 each
Physical Sciences (Four of Choice)	30 each
Planetary Sciences (Three of Choice)	25 each
Planetary Survival (Two of Choice)	10 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15
Space Sciences (Three of Choice)	25 each
Starship Sensors	30
Specialty Skills (Three of Choice)	Total of 45 points

Starfleet Marine Security Specialist (2 years)

Administration	15
Communication Systems Operation	30
Communication Systems Technology	10
Computer Operations	20
Computer Technology	15
Damage Control Procedures	30
Deflector Shield Operation	20
Deflector Shield Technology	15
Electronic Technology	20
Investigation	20
Interrogation	20
Intelligence Procedures	15
Marksmanship: Modern	20
Languages (Three of Choice)	15 each
Medical Sciences: Psychology (General)	25
Personal Combat: Armed	10
Personal Combat: Unarmed	10
Personal Weapons Technology	20
Security Procedures	40
Shuttlecraft Pilot	20
Small Equipment Systems Operation	20
Starship Sensors	20
Starship Combat Strategy/Tactics	20
Starship Weaponry Operations	20
Starship Weaponry Technology	20
Zero-G Operations	20
Zero-G Combat	10
Specialty Skills (Choice of Three)	Total of 45 Points

Starfleet Marines Tactical Specialist (2 years)

Administration	10
Communications Systems Operation	20
Communications Systems Technology	20
Computer Operation	20

Computer Technology	15
Damage Control Procedures	20
Deflector Shield Operations	30
Deflector Shield Technology	15
Electronics Technology	20
Languages (Choice of Two)	15 each
Leadership	20
Marksmanship: Modern	15
Personal Combat: Armed	15
Personal Combat: Unarmed	15
Personal Weapons Technology	20
Security Procedures	30
Small Equipment Systems Operation	20
Starship Combat Strategy/Tactics	40
Starship Sensors	30
Starship Weaponry Operation	40
Starship Weaponry Technology	20
Specialty Skills (Choice of Three)	Total of 45 Points

Outside Electives (For All Branch Schools)

- Number of Skills: 5
- Skill Rating: 10 EACH
- *Artistic Expression
- Carousing
- *Gaming
- *Marksmanship: Archaic
- Negotiations/Diplomacy
- Personal Combat: Armed
- *Sports
- Streetwise
- *Trivia

Advanced Study (For All Branches)

- Number of Skills: Int/10, rounded down
- Skill Rating: 1d10
- Choice: Only those skills already known

ASSIGNMENT

Dice Roll: D100
Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

Die Roll Assignment

Assignment

Roll to determine Cadet Cruise Assignment. Modify the roll according to LCK, INT, and Previous Cruises.

Die Roll Assignment

- 01 or less Flag Ship
- 15-02 Ship of the Line
- 16-25 Galaxy Exploration Command
- 26-50 Military Operations Command
- 51-75 Colonial Operations Command
- 76+ Starfleet Marine Command

Modifiers

- LCK: 70+ -10
- 60-69 -5
- 40 or less +5
- INT: 70+ -10
- 60-69 -5
- Per Previous Cadet Cruise +10
- Starfleet Marine Corps Training +15

Cadet Cruise Results

Roll to determine Cadet Cruise Results. Modify the roll according to LCK, Assignment, and Previous Cruises.

Die Roll Cadet Cruise Results

- 5 or 15 Passed with High Honors, Promoted to 1st Lieutenant,
- 16-60 Passed, Promoted to 2nd Lieutenant
- 61+ Repeat Cadet Cruise

Modifiers

- Assignment:
- Flag Ship -30

Ship of the Line	-20
Galaxy Exploration Command	-10
Military Operations Command	-10
Colonial Operations Command	+/-0
Starfleet Marine Corps	+10
LCK: 70+	-10
60-69	-5
40 or less	+5
Per Previous Cadet Cruise	+10

Cadet Cruise Skill Rolls

For each Cadet Cruise beyond the first increases Carousing or Streetwise by 1D10.
For Any Previous Cadet Cruise +10

Department Head School Skills (1 Year)

Administration	40
Computer Operation	15
Instruction	10
Leadership	20
Specialty Skill (Department Head School only)	10

Advance Training

Number of Skills: INT/10, rounded down
Skill Ranking: 1d10
Choice: Only Skills already known
Rank: Promotion One Rank

Command Schools Skills (1 Year)

Administration	15
Instruction	20
Leadership	25
Negotiations/Diplomacy	10
Social Sciences: Federation Culture/History	15
Social Sciences: Federation Law	10
Starship Combat Strategy/Tactics	40
Specialty Skills (Command School Only)	20

Advanced Training

Number of Skills: INT/10, rounded down
Skill Ranking: 1d10
Choice: Skills already known
Rank: Promotion One Rank

Post-Academy Experience

Number of Tours

Roll to 1D10/2 to determine the number of tours. Modify the number of tours according to LCK, INT, Destined Rank, and Destined Position.

Attribute Modifiers

LCK: 60+ -1 tour
 40 or less +1 tour
INT: 60+ -1 tour

Destined Position Modifiers

Captain or First Officer +2 tours
Department Head +1 tour
Ship of the Line Officer +1 tour
Flag Ship Officer +1 tour
Field Commander +1 tour

Destined Rank Modifiers

1st Lieutenant -1 tour
Captain no modifier
Major +1 tour
Lt Colonel +2 tours
Colonel or Higher +3 tours

Tour Assignments- First Tour

Roll to determine First Tour Assignment. Modify the roll according to LCK and Cadet Cruise Results. Roll 1D10/2 to determine the length of the tour (in years).

Die Roll First Tour

01 or less Flag Ship
02-10 Ship of the Line
11-40 Military Operations Command
41-70 Starfleet Marine Command (Starfleet Military Operations Command)

71-75	Starfleet Intelligence
76-85	Starbase Headquarters Command
86-90	Office of the Judge Advocate General
91-95	Federation Diplomatic Corps
96-99	Starfleet Operations Command
00+	Starfleet Academy

Flag Ship: Each year, Starfleet designates one outstanding ship of the line to act as the official standard bearer of the Federation. Since the days of Captain Jonathan Archer, this ship has traditionally been the *Enterprise*. Serving aboard the flag ship is one of the highest honors in Starfleet. The flag ship is not limited to duties representing only a single command, but is rather used by all of them for missions of the utmost priority. However, it is most often used by the Galaxy Explorations Command.

Ship of the Line: A ship of the line represents the cutting edge of Starfleet ship design and technology. As a result, the competition to serve aboard one is fierce and the opportunity to serve on one is a mark of pride and distinction. Like the flag ship, a ship of the line is not limited to duties representing only a single command, but is rather used by all of them for missions of urgency. However, it is most often used by the Galaxy Explorations Command.

Starfleet Military Operations Command: Despite utilizing traditional military organization to maintain discipline and train its officers, Starfleet is not a traditional military- any more than NASA is. It uses its military might strictly as a defensive measure and a patrol force, usually along the Romulan and Klingon Neutral Zones. When called upon, the might of Starfleet is impressive. The Starfleet Marine Corps is ordered out of this command. Starfleet Marines is the traditional military of the Federation and their officers are usually found on ships assigned to the Starfleet Military Operations Command.

Starfleet Intelligence: More colloquially known as Section 31, Starfleet Intelligence is a separate organization within Starfleet. It frequently sends its agents into the field to gain experience and monitor tense political situations. It also often borrows Starfleet officers to assist in its field operations. Starfleet Intelligence does not conduct missions of assassination or political destabilization, nor does it spy on Federation citizens. It most frequently acts to correct such acts conducted by unethical Starfleet officers or hostile intelligence agencies, in covert rescue operations, or in undercover operations to apprehend criminals. The Department of Temporal Investigation operates out of Starfleet Intelligence.

Starbase Headquarters Command: Each sector or important region in space is home to an outpost from which the laws of Starfleet and the Federation are adjudicated and vessels can lay over for repairs, supplies, and shore leave. There are three kinds: a planet-side outpost, like Starbase 11 in the episode “Court Martial;” a space station in orbit around or in close proximity to a planet, like Deep Space 9; and a space station positioned along an important travel route but not in orbit around any planet, like Deep Space K-7 seen in “The Trouble with Tribbles.” These are all officially known as starbase headquarters and are one of the Federation’s most vital assets. In addition, some space stations are utilized in the conducting of scientific research and technological development, like Regula I. These are also regulated through Starbase Headquarters Command.

Office of the Judge Advocate General: The Office of the acts as both a police force and a judicial system within Starfleet and on the frontier where Federation law and order has not yet been firmly established. It is responsible for overseeing the Military Police of the Starfleet and enforcing the laws of the fleet. It also handles the containment and rehabilitation of criminals.

Federation Diplomatic Corps: Diplomacy and arbitration has always been used by Starfleet as a vital weapon for maintaining the peace and avoiding conflict and war. The Federation is, after all, made up of an extraordinary number of species, all of whom have their own cultures and ideas, and conflict is inevitable, even among member worlds. The Diplomatic Corps not only assists

in arbitration and peacekeeping, it also conducts ambassadors to and from key destinations and approves those ambassadors and their aides for service. The Federation News Service is operated as a function of the Diplomatic Corps.

Starfleet Operations Command: Starfleet Operations Command is the highest administrative body of Starfleet. It operates out of Starfleet Command in San Francisco, Earth and in orbit in Earth Spacedock. It is responsible for the movements of the fleet, assignments of vessels, and the general administration of Starfleet and all of its Command branches and operations. Many officers of Starfleet seek the opportunity to serve in this Command as a jumping-off point towards the admiralty.

Starfleet Academy: Starfleet Academy is where Starfleet and the Federation trains most of its officers. It is only partially a military training camp. It is just as much a well-respected and revered university that employs a well-trained staff of educators covering every field. Besides these educators, Starfleet also likes to employ experienced members of the Fleet to guide cadets and assist in their training and education. It is seen as a mark of distinction to be asked to perform such a duty.

Modifiers

LCK:	70+	-10
	60-69	-5
	40 or less	+5

Cadet Cruise Results:

High Honors	-20
Honors	-10

Officer Efficiency Report- First Tour

Roll to determine the Officer Efficiency Report (OER). Modify the roll according to LCK and INT.

Die Roll OER Results

01 or less	Commendation
02-10	Outstanding
11-25	Excellent
26-75	As Expected
76-90	Fair
91-99	Poor
00+	Reprimand

Modifiers

LCK:	70+	-10
	60-69	-5
INT:	60+	-10

Tour Assignments- Subsequent Tours

Roll to determine Subsequent Tour Assignments. Total the modifiers for LCK and the OER Results of the previous tour and refer to the appropriate column for the result of the assignment roll.
Roll 1D10/2 to determine the length of each tour (in years).

Assignment	-25 or less	-10 to -20	-5 to +5	+10 to +20	+25 or higher
Flag Ship	01-20	01-15	01-15	01-05	01-05
Ship of the Line	21-30	16-25	16-25	06-15	06-10
Military Operations Command	31-55	26-45	26-35	16-25	11-20
Starfleet Marine Command (MOC)	56-70	46-65	36-55	26-45	21-50
Starfleet Intelligence	71-75	66-70	56-60	46-50	51-55
Starbase Headquarters Command	76-80	71-80	61-70	51-60	56-70
Office of the Judge Advocate General	81-85	81-85	71-75	61-70	71-75
Starfleet Operations Command	91-95	91-95	81-90	81-90	81-95
Starfleet Academy	96-00	96-00	91-00	96-00	

OER Results Modifiers

Commendation	-30
Outstanding	-20
Excellent	-10
As Expected	+/-0
Fair	+10
Poor	+20
Reprimand	+30

Attribute Modifiers

LCK: 70+	-10
60-69	-5
40 or less	+5

Officer Efficiency Report- Subsequent Tours

Roll to determine the Officer Efficiency Report (OER) for each tour. Modify the roll according to LCK and INT.

Die Roll OER Results

01 or less	Commendation
02-10	Outstanding
11-25	Excellent
26-75	As Expected
76-90	Fair

91-99	Poor
00+	Reprimand

Modifiers

LCK: 70+	-10
60-69	-5
INT: 60+	-10

Tour Assignments- Final Tour

Roll 1D10 to determine Final Tour Assignment.

- 1 Flag Ship
- 2-3 Ship of the Line
- 3-5 Starfleet Military Operations Command
- 6 Starbase Headquarters Command
- 7 Office of the Judge Advocate General
- 8 Starfleet Intelligence
- 9 Starfleet Operations Command
- 10 Starfleet Adademy

Officer Efficiency Report- Final Tour

Roll to determine the Officer Efficiency Report (OER) for the final tour. Modify the roll according to LCK and INT.

Die Roll OER Results

01 or less	Commendation
02-15	Outstanding
16-35	Excellent
36-85	As Expected
86-95	Fair
96-99	Poor
00+	Reprimand

Modifiers

LCK: 70+	-10
60-69	-5
INT: 60+	-10

Post-Academy Skills

Increase a number of skills based upon time served, tour assignment, and attributes. Choose from any skill already possessed or as designated by the assignment. Roll 1D10 for each. Skills may be chosen more than once.

Base Number of Skills: 1 roll for every 2 years of service

Modify For Attributes:

INT: 70+	+2 rolls
60-69	+1 roll
LCK: 70+	+2 rolls
60-69	+1 roll

Special Skill Considerations by Tour Type:

Flag Ship	+1 roll to Leadership per tour and +1 extra roll to any skill for every 2 years
Ship of the Line	+1 extra roll to any skill for every 2 years
Military Operations Command:	+1 roll to Starship Combat Strategy/Tactics or Small Unit Tactics per tour
Starfleet Marine Command:	+1 roll to Carousing or Streetwise per tour.
Starfleet Intelligence Command:	+1 roll to Intelligence Procedures, Clandestine Operations, and Surveillance per tour.
Starbase Headquarters Command:	+1 roll to Administration and either Carousing or Streetwise per tour.
Office of the Judge Advocate General:	+1 roll to Federation/Starfleet Law for every 2 years.
Starfleet Operations Command:	+1 roll to Administration and either Federation/Starfleet Law or Negotiation/Diplomacy per tour.
Starfleet Academy:	+1 roll to Instruction and one Branch skill of choice per tour.

General Civilian Classes in the Federation Readily Available to Retired Starfleet Marines

Colonist

Computer Operation	15
Environmental Suit Operation	10
Language, Galactic	30
Language, Native	40
Life Science: Biology	20
Life Science: Botany	15
Life Science: Genetics	15
Mechanical Engineering	20
Medical Science: General Medicine (Native)	5
Physical Science, Mathematics	10
Phanetary Science: Agriculture	20
Planetary Science: Geology	10
Planetary Science: Hydrology	20
Social Science: Economics	10

Social Science, Federation Law	10
Social Science, Native Culture/History	10
Social Science, Native Law	10
Sports (One of Choice)	15
Trade and Commerce	20
Value Estimation	15
Vehicle Operation	10
Basic Science Studies (In the Following Skills)	Total of 50 Points

- Physical Science, Chemistry
- Physical Science, Physics
- Physical Science, Geology
- Life Science, Biology
- Space Science, Astronomy

Advanced Training

Number of Skills: INT/10 round down
Skill Ranking: 1D10
Choice: Skills already know

Outside Electives

Two of Choice
Rating: 1d10

Engineer

Administration	20
Communication Systems Operations	10
Communication Systems Technology	20
Computer Operation	15
Computer Technology	20
Electrical Engineering	30
Mechanical Engineering	30
Physical Science: Mathematics	30
Physical Science (Three of Choice)	40 each
Planetary Science (Two of Choice)	20 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Social Science, Economics	30
Social Science, Federation Law	10

Social Science, Native Culture/History	10
Social Science, Native Law	10
Space Science: Astronautics	30
Space Science (Two of Choice)	15 each
Technology (Four of Choice)	30 each
Trade and Commerce	25
Value Estimation	20
Vehicle Operation	10
Basic Science Studies (In the Following Skills)	Total of 50 Points

- Life Science, Biology
- Physical Science: Chemistry
- Physical Science: Physics
- Planetary Science: Geology
- Space Science, Astronomy

Advanced Training

Number of Skills: INT/10 round down
Skill Ranking: 1D10
Choice: Skills already know

Outside Electives

Two of Choice
Rating: 1d10

Freelance Smuggler/Small Vessel Captain

Artistic Expression (Two of Choice)	20 each
Carousing	15
Clandestine Operations	30
Computer Operation	20
Disguise	20
Electronics Technology	15
Forgery	20
Language (Native)	30
Language (Three of Choice)	15 each
Mechanical Engineering	20
Negotiation/Diplomacy	30
Small Vessel Pilot	40
Small Vessel Engineer	25

Stealth	25
Streetwise	30
Trade and Commerce	40
Value Estimation	30
Zero-G Operations	20
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	
Advanced Training	
Number of Skills: INT/10 round down	
Skill Ranking: 1D10	
Choice: Skills already know	
Outside Electives	
Two of Choice	
Rating: 1d10	
 Mercenary/Body Guard	
Carousing	10
Clandestine Operations	25
Communication Systems Operation	10
Computer Operation	15
Electronics Technology	20
Demolitions	25
Environmental Suit Operation	15
Language, Galactic	30
Language, Native	40
Language (Two of Choice)	10
Life Science: Biology	10
Marksmanship: Archaic	20
Marksmanship: Modern	30
Mechanical Engineering	10
Medicine Science: First Aid (Native)	5
Personal Combat: Armed	30

Personal Combat: Unarmed	30
Personal Weapons Technology	20
Physical Science, Mathematics	10
Planetary Survival (Two of Choice)	15 each
Small Equipment Systems Operation	20
Social Science, Economics	10
Social Science, Federation Law	10
Social Science, Native Culture/History	10
Social Science, Native Law	10
Sports (Mixed Martial Arts)	20
Stealth	25
Trade and Commerce	15
Vehicle Operation (Two of Choice)	15 each
Zero-G Operations	20
Zero-G Combat	20
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	
Advanced Training	
Number of Skills: INT/10 round down	
Skill Ranking: 1D10	
Choice: Skills already know	
Outside Electives	
Two of Choice	
Rating: 1d10	
 Pilot/Fast Courier	
Administration	20
Bribery	25
Carousing	15
Communication Systems Operation	15
Computer Operation	20
Computer Technology	15

Deflector Shield Operation	20
Deflector Shield Technology	10
Electronic Engineering	20
Language: Galactic	20
Language: Native	40
Language (Two of Choice)	15 Each
Life Science: Biology	20
Life Support Systems Technology	15
Mechanical Engineering	10
Small Vessel Pilot	40
Small Vessel Engineering	20
Space Sciences: Astrogation	30
Space Sciences (Two of Choice)	10 each
Starship Combat Strategy/Tactics	10
Starship Helm Operation	30
Starship Sensors	10
Starship Weaponry Operation	10
Trade and Commerce	15
Value Estimation	15
Vehicle Operation	10
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	

Advanced Training

Number of Skills: INT/10 round down
Skill Ranking: 1D10
Choice: Skills already know

Outside Electives

Two of Choice
Rating: 1d10

Planetary Militia

Administration	15
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Communications Systems Operations	10
Computer Operation	10
Instruction	15
Language: Galactic	20
Language: Native	30
Language (Two of Choice)	15 each
Leadership	20
Marksmanship: Archaic	10
Marksmanship: Modern	20
Medicine Science: First Aid (Native)	5
Personal Combat: Armed	20
Personal Combat: Unarmed	20
Personal Weapons Technology	15
Physical Science, Mathematics	10
Planetary Survival (Two of Choice)	15 each
Small Equipment Systems Operations	10
Small Unit Tactics	20
Socal Sciences	
Culture/History (Native)	10
Law (Native)	10
Vehicle Operation (Two of Choice)	15 each
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	

Advanced Training

Number of Skills: INT/10 round down
Skill Ranking: 1D10
Choice: Skills already know

Outside Electives

Two of Choice
Rating: 1d10

Planetary Law Enforcement

Administration	15
Communications Systems Operations	10
Computer Operation	10
Instruction	15
Investigation	20
Interrogation	10
Language: Galactic	20
Language: Native	30
Language (Two of Choice)	15 each
Leadership	20
Life Science: Biology	10
Marksmanship: Archaic	10
Marksmanship: Modern	20
Medicine Science:	
First Aid (Native)	10
Forensics	20
Personal Combat: Armed	20
Personal Combat: Unarmed	20
Personal Weapons Technology	15
Physical Science	
Chemistry	15
Mathematics	15
Physics	15
Planetary Survival (Two of Choice)	15 each
Small Equipment Systems Operations	10
Small Unit Tactics	20
Socal Sciences	
Culture/History (Native)	10
Law (Native)	25
Vehicle Operation (Two of Choice)	15 each
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	

Advanced Training

Number of Skills: INT/10 round down

Skill Ranking: 1D10

Choice: Skills already know

Outside Electives

Two of Choice

Rating: 1d10

Politician

Administration	30
Artistic Expression (Oratory)	15
Computer Operation	5
Instruction	20
Language: Galactic	20
Language: Native	30
Language (Three of Choice)	15 each
Leadership	30
Life Science: Biology	10
Medical Science: First Aid (Native)	10
Physical Science: Physics	15
Physical Science, Mathematics	15
Social Science: Economics	20
Social Science: Federation Culture/History	15
Social Science: Federation Law	15
Social Science: Native Culture/History	15
Social Science: Native Law	15
Social Science: Political Science	30
Trade and Commerce	15
Value Estimation	20
Vehicle Operation	10
Basic Science Studies (In the Following Skills)	Total of 50 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	

Advanced Training

Number of Skills: INT/10 round down

Skill Ranking: 1D10

Choice: Skills already know

Outside Electives

Two of Choice

Rating: 1d10

Thief/Infiltration Specialist

Bribery	20
Carousing	10
Clandestine Operations	30
Communication Systems Operation	10
Computer Operation	15
Disguise	20
Electronics Technology	20
Environmental Suit Operation	10
Forgery	30
Gaming (One of Choice)	20
Language, Galactic	20
Language, Native	30
Life Science: Biology	10
Mechanical Engineering	25
Medicine Science: First Aid (Native)	10
Physical Science: Physics	15
Physical Science: Mathematics	10
Security Procedures	30
Small Equipment Systems Technology	20
Social Science: Economics	20
Social Science: Federation Law	10
Social Science: Native Culture/History	10
Social Science: Native Law	10
Sports: Acrobatics	25
Stealth	30
Streetwise	20
Surveillance	20

Trade and Commerce	25
Trivia (Two of Choice)	15 each
Value Estimation	30
Vehicle Operation (Two of Choice)	30 each
Zero-G Operation	10
Basic Science Studies (In the Following Skills)	Total of 40 Points
Life Science, Biology	
Physical Science: Chemistry	
Physical Science: Physics	
Planetary Science: Geology	
Space Science, Astronomy	

Advanced Training

Number of Skills: INT/10 round down
Skill Ranking: 1D10
Choice: Skills already know
Outside Electives: Two of Choice
Rating: 1d10

Civilian Life Skills and Technical Skill Advancement

For Service:
Per 2 full years of job experience 1 roll
For Attribute Scores:
LUC: 70+ 2 rolls
LUC: 60-69 1 roll
INT: 70+ 2 rolls
INT: 60-69 1 roll
Streetwise Skill Advancement: Per 3 full years of experience, 1 roll
All rolls 1d10 each

Extension Courses

Besides the normal career choices offered to Starfleet Personnel (Both active and reserve) as well as many Civilians may take these Extension Courses to increase their overall knowledge without them having to take-up a secondary Branch School or a Secondary Civilian Class for additional training. The Extension packages consist of four to six related skills and the entire course last 6 months, in which the time of the course will be added to any Branch school training. The courses can be taken on any Federation World or Starbase/Installation or via even through Subspace communication. These Extension packages can as refresher courses for specific Starfleet Branches or upgrades the Personnel’s knowledge in their career. Not to be mistaken, these

courses only give the basic knowledge required to use a skill and that the skills are subject to the rules of Skill Advancement, but however some of these courses may overlap with existing skills and their points are added to that skill as part of the overall skill advancement.

List of Extension Courses with the Skills involved, all of which are packaged into 6-month study units.

Administration

Administration	20
Social Science, Federation Law	20
Trade/Commerce	20
Computer Operation	10

Artistic Expression

Artistic Expression (Three of Choice)	20 each
Trivia (Two of Choice)	15 each

Business Training

Administration	15
Computer Operation	20
Negotiation/Diplomacy	15
Trade/Commerce	20
Value Estimation	15

Computer Support Systems

Computer Operations	20
Physical Science-Computer Science	15
Computer Technology	20
Electronics Technology	15

Defensive Systems Operation (Starfleet and Merchant Marine Personnel only)

Deflector Shield Operation	15
Starship Sensors	20
Starship Combat Strategy/Tactics	15
Starship Weapons Operation	15

Defence Systems Technology (Starfleet and Merchant Marine Personnel only)

Computer Technology	15
Electronics Technology	20
Deflector Systems Technology	15
Starship Weapons Technology	15
Diplomatic Training	
Language (Two of Choice)	20 each
Social Sciences, Racial Culture/History (Two of Choice)	20 each
Negotiation/Diplomacy	20
Engineering Systems Training	
Space Science-Astronautics	10
Sub-Light Drive Technology or Warp Drive Technology	20
Mechanical Engineering	20
Electronics Technology	20
Computer Technology	10
Extravehicular Activities	
Environmental Suit Operation	20
Small Equipment Systems Operation	20
Zero-G Operations	20
Zero-G Combat	20
Holographic Design	
Artistic Expression-Creative Writing	15
Computer Operations	20
Computer Technology	15
Holodeck Operations Procedures	20
Holodeck Systems Technology	15
Leadership Training	
Instruction	15
Language (Two of Choice)	15 each
Leadership	20
Small Unit Tactics	15

Life Sciences	
Life Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15
Para-Legal Training	
Administration	10
Computer Operation	10
Social Science, Federation Law	30
Social Science, Racial Law (Two of Choice)	20 each
Medicine-Emergency Training	
Life Science, Biology	25
Medical Science, General Medicine	20
Medical Science, First Aid (Native)	25
Medical Science, First Aid (Two Races of Choice)	15 each
Small Equipment Systems Operation	15
Personal Combat Training	
Marksmanship, Modern	15
Personal Combat, Armed	15
Personal Combat, Unarmed	15
Sports-Mixed Martial Arts	15
Small Unit Tactics	10
Personal Equipment Maintenance	
Electronics Technology	10
Personal Weapons Technology	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Physical Sciences	
Physical Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15

Physical Training

Personal Combat, Unarmed	15
Sports (Two of Choice)	20
Trivia (Sports)	10

Planetary Sciences

Planetary Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15

Planetary Survival

Holodeck Operations Procedures	15
Life Science, Biology	15
Planetary Survival (Three of Choice)	20 each

Security Training

Marksmanship, Modern	20
Personal Combat, Unarmed	20
Personal Weapons Technology	10
Security Procedures	20

Shuttlecraft Maintenance

Deflector Shield Technology	10
Electronics Engineering	10
Life Support Systems Technology	15
Shuttlecraft Systems Technology	30
Sub-Light Drive Technology or Warp-Drive Technology	10

Shuttlecraft Piloting

Deflector Shield Operations	10
Life Support Systems Technology	15
Space Science, Astrogation	15
Shuttlecraft Piloting	25
Shuttlecraft Systems Technology	20
Starship Sensors	10

Small Vessel Engineering

Computer Operation	15
Electronics Engineering or Mechanical Engineering	15
Deflector Shield Technology	15
Life Support Systems Technology	15
Small Vessel Engineering	20
Small Equipment Systems Technology	15
Small Vessel Piloting	
Computer Operation	10
Deflector Shield Operations	15
Small Vessel Pilot	20
Space Science, Astrogration	20
Starship Sensors	15
Social Sciences	
Social Science, Economics	15
Social Science,Racial Law (Two of Choice)	25 each
Social Science, Racial Culture/History (Two of Choice)	20 each
Space Sciences	
Space Sciences (Three of Choice)	25 each
Starship Sensors	15
Tactical Training (Starfleet and Starfleet Marine Personnel only)	
Electronics Engineering	20
Starship Combat Strategy/Tactics	25
Starship Sensors	15
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Transporter Operation	
Computer Technology	20
Electronics Engineering	15
Transporter Systems Operation	20
Transporter Systems Technology	20
Starship Sensors	15
Character Generation	

Trivia Studies

Computer Operation

15

Trivia (Four of Choice)

20 each

Starfleet Marine Rank Structure

Ranks are part of a system of hierarchical relationships in armed forces or civil institutions organized along military lines. Usually, uniforms denote the bearer's rank by particular insignia affixed to the uniforms. Ranking systems have been known for most of military history to be advantageous for military operations, in particular with regards to logistics, command, and coordination; as time continued and military operations became larger and more complex, military ranks increased and ranking systems themselves became more complex. The various major races of the Alpha and Beta Quadrants each use a similar ranking system throughout their militaries, and often throughout other state organizations also.

Rank systems have evolved enormously over time, perhaps more so throughout the various cultures on Earth, but in modern times throughout the major powers, there are two broad categories of rank that are widely recognized; officers and enlisted rates. Starfleet further expands upon this by including warrant officers and designating senior enlisted personnel as non-commissioned officers.

Commissioned officers

Officers are distinguished from other military members by holding a commission; they are trained or are training to be leaders and hold command positions.

Officers in Starfleet and the Starfleet Marine Corps are further generally separated into three levels: General or Flag Officers, Field or Senior Officers, Company Grade or Junior Officers

General or Flag Officers

Officers who typically command units or formations that are expected to operate independently for extended periods of time (i.e., brigades and larger, or flotillas or squadrons of ships), are referred to as General Officers in Starfleet Marine Corps. General Officer ranks typically include varying grades of General (such as Lieutenant General, Major General, and Brigadier General) - the commonality amongst the rank titles being the cause of the 'General Officer' title.

Field or senior officers

Field officers or senior officers are officers who typically command units that can be expected to operate independently for short periods of time (i.e., infantry battalions, starships, fighter squadrons). Field officers also commonly fill staff positions of superior commands. The term "field(-grade) officer" is primarily used by the marines; Starfleet generally prefers the term "senior officer." The two terms are not necessarily synonymous. Typical army or marine field officer ranks include Colonels and Majors. Naval senior officer ranks include Captains and Commanders.

Company grade or junior officers

The ranks of junior officers are the three or four lowest ranks of officers. Units under their command are generally not expected to operate independently for any significant length of time. Company grade officers also fill staff roles in some units. Typical army and marine company officer ranks include Captain and various grades of Lieutenant. Typical naval junior officer ranks include various grades of Lieutenant and Ensign.

Warrant Officers


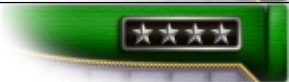

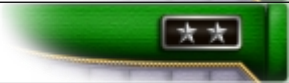
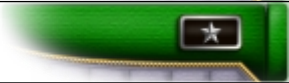





Warrant officers (as receiving authority by virtue of a warrant) are a hybrid rank stemming from Earth's history. WOs are an entirely separate grade between commissioned and Non-Commissioned Officers, usually held by technical specialist with 10 or more years of experience and are currently serving as a Non-Commissioned Officer. They generally serve as Assistant Department Heads, but in extreme cases of emergency, they can serve as Department Heads or Command Staff.


Non-Commissioned Officers

Non-commissioned officers (NCOs) are enlisted personnel, under the command of an officer, granted delegated authority to supervise other military members or assigned significant administrative responsibilities. They are responsible for the care and direct control of junior military members. Even the most senior NCO officially ranks beneath the most junior commissioned officer or warrant officer. However, most senior NCOs have more experience, possibly including combat, than junior officers. Sometimes, because junior officers have a great amount of responsibility and authority but little operational experience, they are paired with senior NCO advisers. In some organizations, senior NCOs may have formal responsibility and informal respect beyond that of junior officers, but less than that of warrant officers. Many warrant officers come from the ranks of mid-career NCOs. Federation NCO ranks typically include a varying number of grades of Sergeant and Corporal (Marines). In ranks from other cultures, it is often difficult to provide a direct, synonymous translation, and the number of enlisted ranks is the most variable between each government.

Enlisted ranks

Personnel with no command authority usually bear titles such as Private or Lance Corporals, who are just starting to earn their Leadership skills. In the Starfleet Marine Corps individuals of all ranks regardless of command status may be referred to as "Marine".

Flag Officers	
Commandant of the SMC	
General	
Lieutenant General	
Major General	
Brigadier General	
Field Officers	
Colonel	
Lieutenant Colonel	
Major	
Captain	
First Lieutenant	

Second Lieutenant	
Warrant Officers	
Master Chief Warrant Officer	
Chief Warrant Officer 1st Class	
Chief Warrant Officer 2nd Class	
Chief Warrant Officer 3rd Class	
Warrant Officer	
Non-Commissioned Officers	
Command Sergeant Major of Starfleet Marine Corps	
Sergeant Major	
Master Sergeant	
Gunnery Sergeant	
Staff Sergeant	
Sergeant	
Corporal	
Enlisted	
Lance Corporal	
Private First Class	

Star Trek Skills

PROFICIENCY LEVELS IN ANY SKILL

<i>Skill Rating</i>	<i>Proficiency in Field</i>	<i>Description</i>
0		Unskilled
1 - 9		Semiskilled
10		Minimum proficiency
10-39		Qualified
40-79		Professional
80-95		Expert in the Field
96+		Acknowledged Leader in the Field

Unskilled

Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.

Semi-skilled

A character attempting to do something for which he has no skill may botch the job entirely. For a character to handle *routine* matters in an area where his Skill Rating is less than 10, the game master may require a Skill Roll using one 10-sided die, not percentile dice. If the roll is greater than the Skill Rating, the attempt fails and something goes wrong, but the game master may allow a Saving Roll against LUC to see if the character figured it out anyway.

Qualified

Characters that have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with modest success in most non critical circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In raising their skill, room is left for the close call, even in non-critical situations. The closer it is to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.

For physical skills, a Skill Rating of 10 indicates that a character has familiarity with basic procedures used in those situations normally encountered. He can use that skill in non-critical, leisurely situations and have success. The quality of the product and the time taken to achieve the success are indicated by his Skill Rating. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10. It also indicates that a person with a Skill Rating of 30 will take only one-third the time to do the same job as a person with a Skill Rating of 10.

For mental skills, a Skill Rating of 10 or more indicates a basic understanding of the concepts and vocabulary in an area of study. It also indicates that the most common facts in the area are known by the character, and that the common uses of the skill are within the character's grasp. In noncritical, leisurely situations, the character can apply his knowledge to solve problems. The Skill Rating is an indication of the difficulty of the problems that may be solved easily, and also an indication of the time needed to come up with the solution.

Professional Competency Level

Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Normally a character will have a Skill Rating of at least 40 in the areas where he normally functions. A character's training at Star Fleet Academy will give him a Skill Rating of at least 40 in his major. A Skill Rating of 60 or more indicates the equivalent of an advanced degree in that skill.

Expert Level

Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll. A Skill Rating of 96 or more indicates that the character is an acknowledged leader in the field, one of the few greats in the Federation.

There are two ways a game master can allow characters to increase their Skill Ratings. The first allows a player to increase some of his character's Skill Ratings by 1 point after every game session, and the second allows him to increase those ratings by 1D10 points after every adventure or mission in a campaign. In either case, only the characters that saw action should have this chance, and only the skills that were used frequently should be considered. In the first method, the player should keep track of all skills specifically used. For each skill used more than twice, the player should make a Skill Roll. In this case, the rating is increased by 1 point only if the roll is *greater than* the current Skill Rating. If the roll is equal to or less than the rating, the skill is not improved. In the second method, the player may improve three (or more, at the game master's option) skills the character used frequently during the course of the adventure. The player makes a Saving Roll against his character's INT score. If the roll is successful, the player may roll 1D10 and add the resulting number of points to his Skill Rating in that skill. Game masters may award bonus points to characters that push a skill to its limit by frequent successful use or by passing a very difficult Skill Roll. They may also award an extra point to characters that had the opportunity to make close observations of someone with a greater Skill Rating engaging in more-than routine use of the skill. This is a teaching situation, covered under the rules pertaining to the skill of *Instruction*.

Game masters also should provide the player characters with the opportunity to gain new Skill Ratings. Between adventures, a player should have a chance to make a Saving Roll against his character's INT score to gain a brand new skill. This roll should only be made when the player specifically asks to devote time to learning something new, and it should be made with a modifier of 20 subtracted from the INT, making success a bit harder to get. The time required should depend on the character's INT score and on the similarity of the skill to others he already knows; the minimum should be about 4 weeks.

Game masters should not allow Skill Rating increases to be too easy, or allow Skill Ratings to rise too quick and too cheap. The GM should remember that Skill Ratings above 40 or 50 are (or should be) hard to attain—the result of intensive study and experience. It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival those of Kirk, Spock, McCoy and the like. But it also depends on how the game is set up, home rules sometime allow characters to have higher skill ranks than Cannon characters.

Skill List

Some skills may require that the character develop a separate Skill Rating in a specific division. These skills are preceded by a solid star (*). Examples are *Medical Sciences*, which requires a different Skill Rating for each racial type (Humans, Vulcans, etc.), and *Armed Personal Combat*, requires a completely different rating for each weapon type. Sometimes, skill in one division may confer a lesser Skill Rating in another automatically.

Administration

*Artistic Expression

Assassination

Bribery

Carousing

Clandestine Operations

Communication Systems Operation

Communication Systems Technology

Computer Operation

Computer Technology

Cryptology

Damage Control Procedures
Deflector Shield Operation
Deflector Shield Technology
Demolitions
Disguise
Electronics Technology
Environmental Suit Operation
Forgery
*Gaming
Holodeck Operations Procedures
Holodeck Systems Technology
Instruction
Intelligence Procedures
Interrogation
*Language
Leadership
*Life Sciences
Life Support Systems Technology
*Marksmanship, Archaic
Marksmanship, Modern
Marksmanship, Modern-Heavy Weapons
Marksmanship, Modern-Sniper
Mechanical Engineering
*Medical Sciences
Negotiation/Diplomacy
*Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
*Physical Sciences
*Planetary Sciences
*Planetary Survival
Security Procedures
Shuttlecraft Pilot
Shuttlecraft Systems Technology
Small Equipment Systems Operation
Small Equipment Systems Technology

- Small Unit Tactics
- Small Vessel Engineering
- Small Vessel Piloting
- *Social Sciences
- *Space Sciences
- *Sports
- Starfighter Engineering
- Starfighter Pilot
- Starship Combat Strategy/Tactics
- Starship Helm Operation
- Starship Sensors
- Starship Weaponry Operation
- Starship Weaponry Technology
- Stealth
- Streetwise
- Sub-Light Drive Technology
- Surveillance
- Tractor Beam Operation
- Tractor Beam Technology
- Trade and Commerce
- Transporter Operation Procedures
- Transporter Systems Technology
- *Trivia
- Value Estimation
- *Vehicle Operation
- *Vehicle Mechanics
- Warp Drive Technology
- Zero-G Operations

Administration

This skill is required of department heads aboard a starship and important to anyone who keeps records or manages people and deals with the structure and function of bureaucracies. Expertise most frequently is gained through experience, but Star Fleet gives formal training to prospective department heads. This training includes record-keeping procedures and personnel management techniques, as well as the organization of most Federation departments and the structure of Star Fleet itself.

This skill would be used by characters attempting to pass information through or get information from government channels, to write a report for or make a presentation that will be accepted positively, or to deal with administrative personnel matters such as transfers. It would be particularly valuable for any character attempting to cut governmental red tape or to bypass

normal bureaucratic channels. This skill is taught in Department Head School. In trying to bypass normal Star Fleet channels, the Skill Rating should be averaged with the character's CHA score, simulating the character's effect on the clerks who could speed any of his requests along.

Animal Handling

This skill involves the care, training, and riding of animals. In agrarian societies, it could also cover the breeding and grooming of livestock. It may be averaged with General Medicine to reflect a character trained in veterinary medicine. If specific understanding of one species of animal is desired, such as horse or dog, then a Trivia skill should be taken, with the two skills averaged together when dealing with the specific animal.

Artistic Expression

This skill encompasses fine arts, performing arts, and applied arts. Training is a combination of guided practice in technique and instruction in theory and important contributions to the field. Training in any of the performing arts includes instruction in repertoire as well as extensive practice in solo and ensemble performance. A separate Skill Rating must be developed for each different type of art form. Typical choices in the fine arts are painting with oil, water color, or light, sculpting in stone, plastic, or gemstones, and writing short stories or poetry; typical choices in the performing arts include drama, vocal or instrumental music (specifying the instrument), and such dance forms as jazz or zero-G ballet; typical choices in the applied arts include optical photography, holography, graphic design, and so on.

The greater the skill in this area, the finer the expression of the art form chosen. This skill can be used by a character who desires to produce a piece of art or perform for non-player characters, such as for an important person on a newly discovered planet. Skill in music, for example, also may be used by a character attempting to reproduce a musical code, recognition sign, or even an alien language. A separate Skill Rating must be developed for each different type of art form; the specific form chosen must be specified. For performing arts, the effect of a performance would be determined by a Skill Roll based on the average of the Skill Rating and the character's CHA score.

THE KLINGONS: Klingon art is more martial than Human art, and is mostly of the realistic school. More tolerated than respected, Klingon artists are expected to use their talents to glorify the warrior/conqueror theme. Most artists in the Empire are members of servitor races.

Assassination

This skill encompasses the knowledge of the many and varied methods and tactics designed to terminate a target individual or group that has some form of protection (such as bodyguards). Training includes the study of assassination techniques and specialized weapons and devices. This skill is used to attempt assassinations and for recognizing and using any weapons or devices designed specifically for assassination. Characters qualified in this skill (Skill Rating of 20 or more) may attempt assassinations. Determine success by making a Skill Roll against the average of the character's Skill Rating in *Assassination* and his INT score. Average the rating with *Security Procedures* when taking security precautions against the possibility of an assassination attempt. The rating may also be averaged with *Personal Weapons Technology* when attempting to operate or repair an unusual assassination device or weapon. This skill is available only as an elective, and so no Star Fleet Intelligence Officers receive any initial training.

Bribery

This skill involves subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. Training includes the art of tact, interpersonal dynamics, and knowing the correct sum to offer in situations. This skill is important for subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. A character uses this skill whenever he must make a secret payoff or find a corruptible individual who can be 'bought'. Expertise is most often gained by experience only, but the basics of who to pay and when can be learned informally in most merchant training programs. Finesse, however, can be learned only by experience and by observing those who are more experienced.

In situations where bribery is not the usual practice, make a skill roll to determine the success of attempts to locate a corruptible official, negotiate a payment, and conceal the effort from the authorities. Failed efforts will raise the price, with particularly clumsy efforts perhaps revealing the attempt to the authorities or even causing the official approached to turn in the

one offering the bribe. No attempt need be made to locate corruptible officials or to conceal routine bribes and kickbacks at some star-ports particularly on Orion-controlled worlds or in freeports. There, such payments as might be required to grease the wheels of commerce are expected and handled mostly in the open, under such transparent pretenses as "special donations to the Spaceman's Benevolent Fund". Thus, paying routine kickbacks or squeeze only requires a skill roll when the skill is used to get by with less than the usual payment.

Administration officers have a rating of at least 10 in this skill. If a *Bribery* skill roll fails, the authorities (or whoever was not supposed to find out) detect the attempt. This may occur because the bribe was not subtle enough, or the person being bribed proved not to be so corruptible after all, and turned in the character offering the bribe. Successful skill rolls reduce routine 'squeeze' and kickbacks in certain circumstances. If appropriate, average this rating with *Negotiation/Diplomacy* or a character's CHA or INT score.

Generally speaking, a character who tries to bribe his way through every encounter should be discouraged. A well-placed bribe or two, however, can be useful in oiling the wheels of bureaucracy. Squeeze payments are commonly expected by cargo-handlers customs officials, or port inspectors, with there being a greater likelihood at independent or Orion ports than UFP ports. Generally, the lower-level official dealing with the player characters directly will make some offhand suggestion about a "donation" or a "minor service fee". This will usually amount to about 1 credit for every 100 SCUs of cargo being moved or inspected, with a usual minimum of 15 credits. If the characters are particularly unfriendly to the squeezers, or take a bad attitude toward the "donation", that figure may go up as much as 100 percent. If such squeeze payments are not made when asked for, the characters may find cargo handlers are especially slow and careless (perhaps resulting in damage or loss of cargo) or the characters may discover that they fail an inspection on a technicality requiring the payment of a substantial fee.

It is common for players to attempt a Skill Roll against *Bribery* to reduce the amount of such payments. A successful attempt cuts the expected payment in half. The character is assumed to have used his bribery expertise to determine exactly how much squeeze is absolutely necessary, or perhaps found a higher level official to put the squeeze on the one expecting the payoff. Failure of the attempt, however, means the attempt to reduce the payment has offended someone. This skill requires the character to pay twice the normal amount of squeeze or face the possibility of uncooperative behavior or even outright sabotage.

Bribery may be useful in unexpected situations. A character might wish to use this skill to get information from closed official files by bribing a secretary, to get a message to an imprisoned person by bribing a guard, or to influence a public official on a crucial vote. In such cases, the person being bribed is not actively seeking a payment. The subject may refuse the payment or even turn in the person offering the bribe if things are not handled very carefully. The game master is quite justified to modify the Skill Roll as necessary for a successful bribe with the subject is either extremely corruptible or extremely resistant to corruption. The game master may even decide that a certain NPC is morally strong enough to resist even the most skillful bribe attempt. If an official is deemed incorruptible by the game master it is not fair to have a character thrown in jail for offering a bribe unless the character has had some warning.

Thus, in this situation a nearly successful skill roll would tell the character that the bribe is not advisable and to refrain from making the offer. A successful skill roll would allow the character to find another official on the same or lower level who is more flexible. The penalties for every attempt at bribery should be adjusted according to how far the Skill Roll was from being successful. If the Roll failed by only a few points, the player may get a negative response with the implication that if more money were involved things might change. A second attempt with a larger bribe would then receive a favorable target modifier. A Skill Roll that misses by 20 points or more should result in some trouble for the person offering the bribe. The subject may make accusations or contact authorities. If this happens the character may need to talk his way out of the situation using His *Negotiation/Diplomacy* skill, claiming that he was misunderstood and that no bribery was intended. If this does not work, the character may want to try to bribe his way out of the trouble. There should be some unfavorable target modifications to such attempts, however as officials are already on their guard about the character.

THE KLINGONS: Bribery skill involves the subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. This skill comes into play whenever a character must make a secret payoff or find a corruptible official whom he can bribe. Failure of a Skill Roll against the *Bribery* Skill Rating means that the authorities have detected the attempt, either because the bribe was not subtle enough, large enough, or because the official was not as corruptible as he had at first seemed.

Carousing

This skill encompasses such pastimes as drinking, bar hopping, gambling, and chasing members of the opposite sex. Ratings in this skill are gained only through experience, much of it hard-earned indeed! This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It may be averaged with the rating in *Streetwise* to gain information by

trying to drink an informant under the table. It is also averaged with MAX OP END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.

Clandestine Operations

This skill encompasses the techniques used to conduct undercover police work, espionage, or any activity where a character must obtain information or perform any other acts under a concealed identity. This skill is used whenever a character attempts to infiltrate an organization's membership, to pretend to have skills not actually possessed, or to perform similar acts of bluffing to carry out his assignment. Persons with a *Clandestine Operations* rating of 20 or more could maintain a cover identity without suspicion and conceal espionage or other information-gathering activities from normal observers. No skill roll should be required under normal circumstances.

Concealing an identity or activities under unusual circumstances would require a Skill Roll against a character's Skill Rating in *Clandestine Operations*, with any modifiers applied by the game master. Such circumstances would include being under the scrutiny of an already suspicious individual, where particularly dangerous or conspicuous acts must be performed, or when bluffing one's way through a situation requiring talents that one does not possess. If appropriate, the character may average his rating with his INT, DEX, or CHA scores, or his *Negotiation/Diplomacy* Skill Rating.

Field Operations officers have a rating of at least 5 in this skill, and Intelligence Administration officers have a rating of at least 10. A rating of at least 10 implies a general familiarity with clandestine techniques. Characters would gain ratings of 20 only through experience in the field.

Communication Systems Operation

This skill deals with the operation of all types of communication systems, from the standard-issue communicators to subspace radio. As taught by Starfleet, it includes Starfleet communications procedures such as opening hailing frequencies, standard codes and ciphers, and so on. The Communications Officer aboard a Starship has at least professional-level skill in this area.

A character competent in this skill can operate all Starfleet communications gear under normal circumstances. This skill will be used in any starship based or planet side adventures where a character experiences difficulty in communicating either with Star Base, with the landing party, or with the ship in orbit. For example, this skill could come into play when a character tried to send a message through subspace interference, when a transmission in code needed to be broken, or when alien transmissions needed to be analyzed.

The operation of unfamiliar communication equipment, the establishment of communication under adverse circumstances, or the cracking of unfamiliar codes is not covered under normal use, but those with greater skill in this area will have a greater success. Half the rating should be used for characters attempting to communicate with unfamiliar archaic or alien communications equipment, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow even this equipment to be used at the full rating.

Communication Systems Technology

This skill deals with the technology of modern communication devices, including log records, message buoys, personal communicators, and subspace radios. Training includes instruction in communications transmission theory and guided practice in the construction and repair of the various devices used by Star Fleet. Communication Officers and Engineering Officers are qualified in this skill, so that they may make routine repairs in the event of equipment malfunction.

Computer Operation

Taught from early grade school, this very important skill is a part of every educated person's background, as computers are used to analyze and retrieve data for nearly all purposes. Training includes the theory of computer operations and computer programming, as well as practice in the use of data-base systems for information retrieval. Any character qualified in this skill can use the ship's computer for routine matters to find most obvious information; those with greater skills can use it creatively to dig out even obscure information from the computer's extensive memory banks.

Any Starfleet officer can *gather* the data, even though interpreting this data may require a specialist (Science Officer or Medical Officer). It can be of use when a character is trying to correlate facts observed into patterns that can be used to make plans. All Starfleet personnel have a Skill Rating of at least 20. Medical Officers, Communications Officers, and Science Officers usually have a rating of at least 40 in this skill.

Computer Technology

This skill deals with the practical technical side of computers. Training includes some instruction in computer theory and guided practice in computer construction. Computer repair is stressed. Computer design and more complex computer theory is covered by the *Physical Science* skill of computer science.

This skill is used in the game for more-than-routine repairs. Such repairs are dealt with during training, but the more skilled an officer is in this field, the more successful he will be at difficult repairs. After a bridge hit in starship combat, it is used, with a Skill Roll and averaged with the Skill Rating in *Starship Helm Operation* or *Starship Sensors*, to repair the helm console or the sensors panel. Engineering Officers, Science Officers, and Communications Officers have a Skill Rating of at least 10 in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships.

Cryptology

This skill involves knowledge of and ability to use subspace communication encryption procedures, conventional codes and ciphers, symbols, and body language for secret communication. Individuals with professional-level skill, combined with skill in the appropriate language, have some aptitude in decoding subspace transmissions, given time and adequate computer facilities.

This skill is used to prepare and read high-security coded messages, to estimate someone's emotional attitude based on body language, or to break an unfamiliar code or cipher. Coding and decoding messages are not difficult for characters with professional-level skill. For characters with lower Skill Ratings, time may be a vital factor. If such a character has access to shipboard or other sophisticated computers, he may make one skill roll to break the code for every twelve hours of study. Modifiers to the skill roll depend on the complexity of the message and the integrity of the code. For example, a simple code used between two merchant captains will probably be easier to crack than one of Starfleet Command's highest-rated security codes.

When attempting to break a code, a character must average his *Cryptology* Skill Rating with his INT score. If a character is working on a subspace transmission in an alien language, average his INT score with his *Cryptology* and the appropriate racial language Skill Rating.

Damage Control Procedures

This skill involves assessing and correlating damage reports during combat and using damage control parties efficiently. Training includes efficient routing of damage control parties and instructional methods for training damage control parties. This skill is used mainly in starship combat by the Communications/Damage Control Officer. It is used to help reduce damage from incoming fire and also to repair superstructure damage already sustained. In other situations, it may be used to reduce damage from an unavoidable collision or the like. Its use always requires a Skill Roll. The Communications/Damage Control Officer has a rating of at least 40.

Deflector Shield Operation

This skill involves the energizing of a starship's defensive screens, which protect it from space debris and from damage during starship combat. It also deals with the ship's tractor/pressor beams, which are used to maneuver small objects toward or away from the ship. Qualified personnel can use their skill to operate the shields during most routine operations, but the ship's Navigator has the main responsibility for ship defenses during combat. Most often use of this skill requires a Skill Roll.

The Bridge Command Specialist, for example, may need to make a Skill Roll to determine if he can raise a shield quickly in an emergency. It is used as a measure of how efficiently he is able to use the power allocated to him, perhaps allowing him to gain more-than-normal amounts of shielding. It also can be used if a character attempts to use the tractor/pressor beams for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams. The Navigator has a rating of at least 40.

Deflector Shield Technology

This skill involves the repair and maintenance of the devices that produce a starship's protective screens and its tractor/pressor beams. Training involves instruction on the theory behind the devices as well as extensive guided practice constructing and repairing the devices and their controlling panels. In combat, the Navigator may use this skill with a Skill Roll to repair damage to the deflector shield panel after a bridge hit. It also could be used if a character desired to construct a tractor/pressor beam or shield generator while on an adventure. Engineering Officers and Navigators have a rating of at least 10 in this skill.

Demolitions

This skill involves knowledge and ability in using and defusing explosive materials for industrial and demolitions purposes. This includes theory, handling of explosive materials, construction of timing devices, placement for maximum effect, and safety precautions. The skill is used whenever a character tries to detonate or deactivate explosives or explosive devices, or when estimating the effectiveness of a quantity of explosives against a specific target. Characters with professional-level skill will rarely have problems accomplishing their objectives, and so no skill roll is required.

However, less competent characters may achieve undesired effects. Characters with a rating less than 40 should average their DEX score with their *Demolitions* Skill Rating to determine success when defusing. Average their INT score with their *Demolitions* Skill Rating to determine success when planting and detonating. If a roll is unsuccessful, a second roll against the character's LUC score would be appropriate, if any chance exists for survival.

Disguise

This skill involves the ability to camouflage or change an individual's natural appearance. The purpose may be to impersonate another individual or to avoid detection by authorities during a clandestine mission. Depending upon the availability of sophisticated disguise equipment (and within certain limits), a person may even appear to be of another race or sex than his own. The skill is used whenever a character attempts to assume a guise different from his own natural appearance.

Certain racial limitations exist for creating successful disguises. Anyone interacting with the character in disguise may make a Saving Roll against his INT score. If the roll is successful, he will notice something amiss in the ability, bearing, or makeup of the disguised person. Field Operations officers have a rating of at least 5 in this skill.

Electronics Technology

This general skill encompasses all electronics work, including the construction and repair of most electronic gear, with the exception of computers, communications devices, deflector shields, and other specialized equipment. Training includes instruction in circuit theory, electronics design, and construction techniques. This skill is used when a character attempts to repair any electronics gear not specifically covered under a different skill, such as an environmental belt. It may be used if a character attempts to construct a new electronic device, but characters with high Skill Ratings have a better chance of the device working properly. Science and Engineering Officers have a rating of at least 10 in this general skill.

Environmental Suit Operation

This skill is essential for any character that can be expected to perform tasks in hostile environments. All Starfleet personnel are qualified to work in an environmental suit, having trained in a wide variety of environments, including extreme heat and cold, poisonous atmospheres, vacuum, and underwater.

Instruction is given in the suit's functions and in emergency repairs, and guided practice is given in which trainees are expected to perform normal work. Training includes the use of a life support belt. This skill could be used by any character who desired to do something unusual while wearing the suit, such as delicate work, combat or other less-than-leisurely movement, or emergency repairs. Any unusual use will require a Skill Roll. Failure indicates that the character could not do what was attempted. A DEX roll would then determine if the character fell or put himself into a potentially dangerous situation.

All Starfleet personnel have a rating in this skill of at least 10. Security Officers at least 20, and Science Officers at least 30.

Forgery

This skill involves the ability to prepare false documents and to forge signatures without detection, ranging from altering simple forms to changing official records. This skill also includes the knowledge of how to create bogus electronic ID cards (such as those used by Starfleet and as credit transfer cards on most advanced worlds) and computer carts containing synthesized voices when proper equipment is available. This skill is not officially taught in any formal classes, but the basics (up to a Skill Rating of 10) can be learned secretly during apprenticeship or on the job if a trained forger is available to teach the techniques. Expertise is increased by practice and through experience.

With proper equipment, which is very expensive and difficult to come by, a skilled forger can alter or create electronic ID cards similar to those used by Starfleet or banks. The card created or altered will have a chance of working equal to the Forgery Skill Rating of the forger, until the card is put through an electronic scanner, when the chance will be the Forgery Skill Rating less 20 points because of the precision of electronic scanners. Every time the card is used, a skill roll against one or the other of these targets must be attempted, with failure meaning the forgery or alteration is detected. If the forgery is detected by a bank machine or other automatic transaction device, it will not return the card, and the nearest civil or Starfleet authorities will be alerted automatically.

Forgery is not the same as counterfeiting money. Paper money is used very little in the UFP, but what exists is well-protected against imitation. A character would need special expertise (like a Trivia skill for counterfeiting techniques), special equipment, and probably help on the inside (to obtain authentic paper or plates) to prepare counterfeit currency of any space faring culture. Considering the rarity of paper money transactions of any size in such cultures, the return would probably not be worth the effort. This skill is used whenever a character forges or examines the authenticity of false documents, ID cards, or computer carts. For example, this skill would be used by characters who were attempting to alter cargo manifests or create totally false documents to conceal the origin of smuggled or hijacked cargoes. It would also be used to forge someone's signature, duplicate official badges or identification, or duplicate any official written material that is protected from such duplication in some manner. *Forgery* skills include not only the duplication of signatures but the preparation of any type of bogus document. Smugglers must sometimes create fake cargo manifests to conceal their activities. Con men may prepare phony stock certificates or deeds to valuable land.

This skill, like *Bribery*, involves acts that are, in the strict sense of the term, criminal. Not all uses of the skill are necessarily morally objectionable, however, and their moral interpretation largely depends on the circumstance. For example, forging someone's signature to obtain their savings for the forger's personal gain is not only criminal, but morally objectionable. On the other hand, forging the signature of an official to get a friend out of a prison camp is criminal but a blameless act if the friend was wrongly imprisoned and is about to be executed by a totalitarian government.

Any character with professional-level skill can forge simple printed documents well enough so that they will pass a cursory examination. Special equipment is required to create false ID cards or computer carts. If such equipment is available, the roll is against the average of *Forgery* and either *Electronics Technology* or *Computer Technology* to create a false ID card. The roll is against the average of *Forgery* and either *Computer Technology* or *Communication Systems Technology* to create a false voiceprint computer cart. When *Forgery* is used to duplicate a signature or other writing by hand, the Skill Rating is averaged with the DEX score as the target for any skill rolls.

If a person carefully examines a forged printed document, have him make a skill roll against the average of his *Forgery* rating and INT score. If successful, he will notice that something is strange, and he may further investigate the document. A forger can check his own printed work for possible flaws by making a Forgery skill roll. This does not guarantee that the forgery will stand up to an investigation, but it does allow a forger to judge his own work. Detection and evaluation of falsified ID cards and computer carts require a ship's computer or special detection equipment. Intelligence Administration officers have a rating of at least 15 in this skill.

Gaming

This skill involves games of mental prowess and strategy, including three-dimensional chess, poker and war games and simulations. The game must be specified. Training includes a study of the rules and strategies of the game, as well as analysis of the games played by past masters of the game, but most importantly it includes much practice and experience playing the game. Gaming does not include physically strenuous games, which are part of *Sports*. It does *not* include figuring odds and gambling, which are part of *Carousing*, though some card games and

games with dice are 10 included here, as long as skill, and not luck, controls the win. This skill may come into play if a character is challenged while on a diplomatic mission, much in the way of the legendary riddle games of ancient Terra. It is possible that the strategies of the game can be applied to problem solving in difficult circumstances.

THE KLINGONS: Gaming skill includes knowledge of the basic forms of klinzha (Klingon chess), a skill that few warriors lack. The game is also an integral part of Klingon history and politics, which are known as the komerexzha, or the perpetual game of empire. The game has great status in the Empire, which makes klinzha grandmasters highly regarded. Any character that has a *Gaming* Skill Rating of 40 or higher is considered a master, a Skill Rating of 80 or higher confers grandmaster status.

Holodeck Operations Procedures

This skill involves the ability to program simple and complex instructions into a Holodeck and alter existing programs, with various degrees of complexity. The higher the skill rating the more complex the holodeck program can become. Starfleet Academy Instructors have a very high rating at this skill, because they can create life-like simulations for their Cadets to use as training material. It is helpful to have a Computer Systems Operations rating of 20 or better to assist in the programming.

Holodeck Systems Technology

This skill relates to all the technical aspects of the Holodeck and how to repair its systems. Any individual with this skill background can perform emergency rescue operations on the Holodeck as it is running. He can also halt any programs without harming the people using the Holodeck. This skill is related to Transporter Systems Technology since both devices operate on the same principles and a person with Transporter Systems Technology receives a +10 when doing work on the Holodeck, proving he has Holodeck Systems Technology.

Instruction

This is the skill of passing on knowledge to others. All Starfleet officers have a rating of at least 10 in this skill, because they are expected to teach skills they know to the men and women under their command. Training involves the use of audio and visual aids, testing and other assessment tools, and other instructional techniques. This skill is used by characters attempting to teach a skill they know to another player or non-player character. A Skill Roll will be required for a character to actually teach another a skill. The process takes time, based on the INT of the student and the Skill Rating of the teacher; the game master must judge this, but the time required should be no less than 4 weeks. The teacher must have a rating in the skill being taught that is at least 20 points more than the student's rating in the same skill. If the Skill Roll is successful, the student gains 1D10/2 skill points.

Intelligence Procedures

This skill provides knowledge of standard operating procedures in an intelligence-oriented environment, including all normal SFIC operating procedures and special Intelligence training that becomes second nature to Intelligence officers. These techniques include the ability to conceal oneself, to locate concealed electronics recording and transmitting equipment, and to arrange meetings with contacts and informants. The skill teaches characters with the best ways to enter an unknown and potentially hostile environment and likely methods for handling adverse conditions.

This skill is used whenever a character is concealing or searching for hidden electronics equipment, establishing contact with local assistance, or reasoning out a way to solve an unexpected problem. A successful skill roll indicates that the character was able to accomplish a desired task according to proper Starfleet Intelligence procedures. An unsuccessful roll indicates failure, with the game master judging exact specifics resulting from failure. Averaging the rating with the character's INT, DEX, or LUC score may be appropriate in some situations. Intelligence Analysis and Technical Services officers have a rating of at least 5 in this skill, and Field Operations officers have a rating of at least 10.

Interrogation

This skill governs the questioning of prisoners, sometimes under duress or torture. Some degree of privacy, and possibly special equipment, is required for best results. This skill is used whenever a character subjects a prisoner to interrogation. When attempting to interrogate a prisoner, a character must make a Skill Roll against his Interrogation Skill Rating. If the roll is

successful, the victim may try a Saving Roll against his INT if the interrogator is using trickery, or against his END if he faces duress or torture. If the victim's roll succeeds, he reveals no information. Otherwise, the questioner receives at least one piece of significant information. If an interrogator fails his skill roll, the interrogation attempt is completely unsuccessful.

The game master may adjust the victim's saving roll up or down, depending upon the importance of the information and the character's training and temperament. For instance, a highly trained Starfleet Security Officer would be less likely to break under interrogation than would a civilian. If the skill roll is successful, the victim can then make a Saving Roll against his INT score (if the interrogator is using trickery) or his END score (if duress or torture is used).

If his roll is successful, the victim reveals no information. If unsuccessful, the interrogator gets a significant piece of knowledge. If the interrogator uses torture, it is possible that the victim may die before giving up any secrets. If the victim fails his Saving Roll against his END score by more than 20 points, he passes out, taking 2D10 points of wound damage in the process. The victim may be immediately revived (if the damage did not kill him), but the interrogator will gain no information, and he must make another skill roll, repeating the above process. 2D100 minus the interrogator's *Interrogation* Skill Rating minutes of interrogation inflicts 1D10 points damage on the victim, regardless of the outcome.

If tortured, the victim receives wound damage. If trickery is used, the damage is temporary. Thus, a victim's CURR OP END continues to drop under torture, making it all the more likely that he will pass out or die under duress before talking. It is possible to administer medical aid to raise the victim's CURR OP END before continuing torture. [NOTE: Because Vulcans know mental techniques to block pain, it is impossible to torture information out of one. Many secret agents have learned similar techniques, which gives them a 20-point bonus to all Saving Rolls to withstand pain.] Intelligence Administration officers have a rating of at least 15 in this skill.

Investigation

This skill allows the character generally uses search an event to discover clues, question witnesses and analyze any evidence of a potential crime. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. Security and Investigators both possess this skill at various level of proficiency. Usually a roll of 20 is enough to find the most basic clue, but a roll of 30 or greater will find more accurate evidence of wrong doing.

Language

This skill area covers not only spoken Earth languages and alien languages, but also ancient written languages and languages that are so alien as to be not even sound-based (flashing lights, waving tentacles, etc.), where the 'speakers' must use mechanical devices to communicate.

All characters are considered to have a rating of 40 in *speaking* their native tongue and a rating of 20 in *writing* it; in addition, all Star Fleet personnel are considered to have a rating of 40 in *speaking* Galacta, the standard Federation language, and a rating of 20 in *writing* it. (This language is similar to and treated as English in the TV series.) Each Starfleet officer has a rating of at least 15 in speaking *and* writing one other language because of his Academy training. Characters who desire to increase their Skill Ratings in writing their native tongues and Galacta should use the *Trivia* skill. Translators have ratings of 40 or more in the languages they will translate. Each language must be studied separately, so that a character, particularly a Communications Officer, may have a number of Skill Ratings, one for each language he knows.

Characters with basic proficiency in a language can converse in or read that language for most uses, but more expertise is required for communication using highly technical terms, slang, jargon, or their specialized words. Characters with professional-level skill in two languages can act as translators and interpreters, and characters expert in a language can write skillfully and express themselves fluently and elegantly in that language. Language skills could be important to a character if he attempts to communicate with a being of another race without using the universal translator, if he were overhearing a conversation in that tongue, for example.

Leadership

Taught to all Star Fleet Cadets and reinforced at Department Head School and Command School, this is one of the most important skills for those who aspire to command. Instruction is given in motivational techniques, listening, and discipline, and guided practice is given in debate, persuasion, and others of the speech arts. Personnel management training is also given. Starfleet officers who pass through Command School have professional-level skill in this area.

This skill is used when a character tries to influence others, often modified for his CHA score. It would be used when convincing subordinates to follow an unusual or highly dangerous order. It would be used when attempting to sway a crowd or lead a group of people the character is not used to commanding. Skill Rolls will *not* be required for most orders given to an officer's subordinates, who are used to taking orders from him. Skill Rolls may be required when convincing subordinates to follow an *unusual* or *highlydangerous* order, depending on the circumstances. A Skill Roll would be required when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead. All Starfleet officers have a rating of at least 10 in this skill, and those who pass through Command School have a rating of at least 40.

Life Sciences

This group of skills includes the study of living things, both terrestrial and alien plants and animals, bacteria, fungi, and other organisms. Separate Skill Ratings must be developed for each type of life science, such as those examples listed below.

Biology

This is the study of life, including physiology, anatomy, morphology, and other factors. It includes the study of cells and microorganisms.

Bionics

Training includes the study of how biological systems and functions can be applied to engineering problems. Included are the physical melding of beings and machinery, such as with artificial organs or electromechanically enhanced senses. Bioengineers can use their skill to create artificial organs and limbs.

Botany

Training includes the study of plants, from simple algae to complex flowering and non-flowering varieties. It also includes such agricultural topics as growth mechanisms, genetics, cross fertilization, hybridization, and hydroponics (growth without soil). Most botanists can recognize poisonous and edible plants, and from plants under cultivation can deduce information about the technology, metabolism, and life-style of those doing the agriculture.

Ecology

Training includes the study of how living things interact with their environment. Planetary ecologists can determine if a planet is habitable, as well as the probable effects of colonization on the planet's life forms and environment. Ecologists can use their skill to determine which, if any, plants and animals can become part of the food chains of Federation or alien races.

Exobiology

Training includes the study of life forms alien to humanoid creatures. It involves the study of non-carbon based organisms, with life cycles that may not include nitrogen, oxygen, or water. Exobiologists can use their skill to give information about the structure and function of alien creatures and plants, perhaps even determining that what appears to be non-living is in fact alive, but of a structure totally new to the Federation.

Genetics

Training includes the study of heredity and variations in living things from one individual, group, species, or generation to another. Genetic specialists added their skills to projects like constructing The Genesis Device or breeding genetic 'supermen' such as Kahn Noonian Singh.

Zoology

Training includes the study of animal life, with particular emphasis on the properties of and characteristics exhibited by an animal, an animal type, or an animal population. Zoologists can use their skill to recognize predators and prey, and they can determine which animals are likely to be dangerous or beneficial to a landing party.

The Skill Rating in the life science may be averaged with the rating in *Starship Sensors* to gain specific data, or it may be averaged with *Computer Operation or Small Equipment Systems Operation* to gain information from a tricorder. All Starfleet officers have a rating of at least 10 in one of these sciences. Science and Medical Officers most often have ratings in several skills, or a rating of more than 40 in at least one of these skills.

Life Support Systems Technology

This skill deals with the use, repair, and modification of all life support machinery, both shipboard equipment and landing party equipment. Training includes the technology of the starship life support systems, environmental suits, life support belts, and standard medical life support equipment. This skill may be used by characters attempting to repair the ship's life support systems during starship combat or to modify medical life support equipment for emergency surgery. In starship combat, this skill may be used, with a Skill Roll, to repair the ship's life support systems during starship combat. It also is used to repair a damaged environmental suit or life support belt. Medical and Engineering Officers have ratings of at least 10 in this skill.

Marksmanship, Archaic Weapon

This skill encompasses the use of all ancientprojectile weapons, from slings through crossbows to 20th-century firearms. Training includes extensive hands-on practice with the weapon, including its assembly, cleaning and care. Characters with professional-level skill in a weapon can construct or reload their own projectiles, make field repairs to a damaged weapon, and use the weapon competently in most normal cases. The Skill Rating in this skill is averaged with the character's DEX score to determine the To-Hit Number for the weapon used during combat, and thus in combat and in other critical situations, those with higher Skill Ratings will have a greater chance to hit.

Though separate Skill Ratings must be developed for each weapon type, game masters may allow half or more of a Skill Rating in one weapon to apply to the use of a similar weapon; the more similar the weapon, the greater part of the Skill Rating should be allowed.

Marksmanship, Modern Weapon

This skill encompasses the use all types of Starfleet side arms and other energy-based weapons, as well as similar weapons carried by Klingons, Romulans, and other known races. Because one of these weapons works very much like another, there is no need to specify individual types as far as aiming and firing are concerned. This rating is averaged with the character's DEX to determine the base To-Hit Number for the weapon. It may be applied in part to help determine the to-hit numbers for unfamiliar weapons until basic familiarity is gained. Skill in one modern weapon gives skill in all that are familiar to the character; familiarity is gained rather quickly. All Starfleet personnel have a rating of at least 20 in this skill. Security Officers have a rating of at least 40.

Mechanical Engineering

This general skill covers the technology of mechanical devices. Training is given to Engineering Officers in assembly, repair, and design of the mechanical devices and systems common to the Federation. This skill would be used to rig a temporary airlock, make field repairs to a ground vehicle with a damaged gear box, and so on. Engineering Officers have a rating of at least 10 in this skill, though most will want to make it higher by making this skill one of their 3 specialties from Branch School.

Medical Sciences

This broad group of skills includes everything from first aid to surgery and psychiatry. Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology*. These skills are prerequisites to all other medical skills, and no other medical skill may be learned until a character has a rating of 40 in them. Additional Skill Ratings may be gained in the other medical sciences listed below as examples.

Emergency Medicine

Emergency medicine is a branch of medicine that is practiced in a hospital emergency department, in the field, and other locations where initial medical treatment of illness takes place. Emergency medicine focuses on diagnosis and treatment of acute illnesses and injuries that require immediate care. While not usually providing long-term care, EM physicians and pre-hospital personnel still provide care with the aim of improving long-term patient outcome.

Cosmetic Surgery

This branch of medicine involves altering the appearance. In Starfleet it is most often employed to create disguises, altering humanoids to appear as other humanoids. A strong roll when applying the surgery will make it difficult for observers to see through the disguise.

General Medicine [Prerequisite]

This is the anatomy and physiology of the body, its systems, organs, and tissues. Training begins with first aid and continues through diagnosis and treatment of most common disorders, including wounds and diseases. The basics of this skill are given to all Starfleet personnel. Professional-level training in this area is required of all practicing physicians and other medical specialists. All Starfleet Medical Officers are trained to treat several races. This Skill Rating that is used in determining success in first aid attempts.

Forensics

This Skill deals with the study and evaluation of criminal evidence. This skill is used by trained Starfleet Personnel to study a crime scene or attempting to evaluate criminal specimens. It includes knowledge of weapons technology and how such technology affects organisms. It requires a background in Biology, General Medicine and Chemistry with a score of at least 10.

Pathology

Training involves the study of diseases and the changes caused by them in tissues and organs. It also includes extensive study of tissues, including analysis for trace substances, bacteria, and viruses. Pathologists can use their skill to analyze a tissue sample for poisons or to perform an autopsy.

Pharmacology

The study of how substances interact with living organisms to produce a change in function. If substances have medicinal properties, they are considered pharmaceuticals. The field encompasses drug composition and properties, interactions, toxicology, therapy, and medical applications and anti-pathogenic capabilities. Pharmacology can be broken down into a number of sub fields. Chemotherapy is the use of chemicals to destroy invading or mutated organisms. Pharmacotherapy is the use of drugs to restore or replace normal functions in various cells or organs. Pharmacodynamics is the study of the mechanism of action of drugs which may utilize physiological, biochemical, or electrical techniques. Toxicology deals with poisonous effects of chemicals. Psychopharmacology is the study of chemicals on the behavior of beings. Biochemical Pharmacology is the study of the effects of chemicals on living systems and the effects of those systems on the chemicals. Clinical Pharmacology is the study of drug effects on beings.

Psychology [Pre-requisite]

Training involves study of the working of the thinking mind. Observational techniques are taught for use in behavior studies of individuals and groups. Extensive training in this area is given to all Starfleet Medical Officers, so that they may deal with several races. Psychologists can use their skill to detect patterns that deviate from the norm, gaining information about the state of mind of those under observation. Security Officers have a rating of 10 in *Psychology* for their own race; Medical Officers have ratings of at least 40 in *Psychology* for their own race, and probably in several others.

Surgery

Training includes advanced techniques, including anesthetics and organ transplant. Surgeons can use their skill to save the life of a severely wounded or diseased character. Although a character may gain separate Skill Ratings in these medical specialties if he desires, he may choose instead to gain a rating in the skill for his native race and average his skill in *General Medicine* to determine his Skill Rating for other races. The character's skill in *General Medicine* is used with a Skill Roll for all emergency first aid attempts. All Starfleet personnel are qualified in personal first aid on themselves and members of their own race; this means that they have a rating of at least 10 in *General Medicine* for their own race. Medical Officers have a rating of at least 40 in their own race, and probably in several other races.

Mining

This skill includes knowledge of techniques used in mine and tunneling operations, both on planets and within asteroid belts. This skill is used for evaluating a mining operation or process. It allows characters to locate especially rich veins of metallic ores, and to be familiar with the most effective techniques to process ores and the commercial value of mineral deposits. This skill is available only as an elective, and so no Starfleet Intelligence officers have any initial training. A rating of at least 10 implies a general familiarity with mining techniques. Characters can gain ratings of 20 or more only through experience as a miner or mine engineer. Intelligence agents use this skill primarily as part of a cover identity, as miners have access to many disreputable characters, underground passageways, explosives, as well as rumors of possible interest.

Negotiation/Diplomacy

This skill involves attempts to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council; generally, it cannot be used to influence player characters. It is taught to Starfleet officers in Command School, because in making a first impression on a dubious official or stubborn native, it is most vital.

The skill can be used in any verbal interaction between player characters and non-player characters. Those with a higher Skill Rating will be able to exercise their influence with greater success. The rating in this skill is averaged with the character's CHA score as a base target for Skill Rolls to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council.

One way to find out if a Skill Roll is necessary is to subtract the rating from 100, giving the chance that a roll is needed. If a roll is not needed, then the character's verbal interaction proceeds in his favor. If a roll is needed and is successful, the same result occurs. If a roll is needed and is unsuccessful, then he fails. The more the roll was more than the target, the worse the reaction to the character. For example, if the character fails a roll by only 10 points, his attempt is met with a polite, regretful negative. If he fails by 30 points, the refusal to cooperate is forceful. If he fails by 50 or more, the refusal may be accompanied by physical force. All top Starfleet command personnel have a rating of at least 10 in this skill.

Personal Combat, Armed

This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword, the club or mace, the spear, and the knife or dagger. Training involves guided practice in the various attack and defense modes for each weapon, as well as in the weapon's care. A separate Skill Rating must be developed for each class of weapon, but half or more of the

rating may be applied to similar weapons; the more similar the weapon, the greater the part of the rating allowed. The rating is averaged with the character's DEX score to determine the base To-Hit Number for the weapon. Individuals with a higher rating will be more successful in combat.

Personal Combat, Unarmed

This skill is all-inclusive, simulating all unarmed combat styles (judo, karate, boxing, etc.). Training involves physical conditioning, as well as instruction and guided practice in attack and defense modes, falls, special series of attacks, and so on. Though not all forms of unarmed combat are alike, separate Skill Ratings are not required in the separate forms. The rating is averaged with the character's DEX to determine the base To-Hit Number for unarmed combat. For every 10 points in this skill, the damage in unarmed combat is raised 1 point. It is used to determine the proficiency of animals in combat as well; in general, meat-eaters are more proficient than vegetarians.

Personal Weapons Technology

This skill involves the repair and modification of modern side arms such as phasers and disruptors. Training includes instruction in beam circuitry and guided practice in repair techniques. All Star Fleet personnel receive some minor training in this skill to allow them to recharge their own weapons and to replace obviously damaged microchips; Security and Engineering Officers receive additional training in this skill so that all are qualified to make most normal repairs.

This skill would be used by a character attempting to make modifications to a phaser or disrupter or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug. All Starfleet personnel have a rating of 5 or more in this skill. Engineering and Security Officers have a rating of 10 or more.

Physical Sciences

This large group of skills includes the theoretical sciences that govern the behavior of non-living materials solids, liquids, gases, and plasmas. The group also includes mathematics and computer sciences. Separate Skill Ratings must be developed in each science, such as the examples listed below.

Chemistry

Training includes study of the behavior of elements and compounds, their reactions and synthesis, as well as chemical analysis. It also includes practice in standard laboratory techniques and in the interpretation of chemical data from sensor and tricorder scans. Chemists can use their skill to analyze the chemical composition and behavior of unknown substances, both aboard ship and on a planetary surface.

Computer Science

Training involves the theoretical basis for computer design and construction, and it includes the analysis of sophisticated computer systems. Extensive guided practice is given in the construction of experimental computers and in computer linkups with many types of remote sensing devices. Computer scientists can use their skill to analyze software/hardware problems, to build or rebuild computers, and to fathom the functioning of alien computation devices.

Drafting

This skill involves the preparation of professional drawings, including deck plans, building blueprints, wiring or circuit diagrams, simple topographic maps, and similar printed or computer-enhanced technical illustrations. This skill is used to convey information in graphic form.

Gravitics

This skill involves knowledge, both practical and theoretical, of gravities and gravitically powered devices. The character learns the theoretical basis for anti-gravity and the knowhow to maintain and repair gravitic (and anti-gravitic) devices, including many forms of land transportation and various A-grav platforms. Graviticians can use their skill to identify gravitic propulsion systems or to repair or modify a conventional gravitic device for special use.

Mathematics

Training involves advanced theoretical mathematics, including statistics, various geometries, trigonometries, and algebras, and the structure and behavior of various space configurations. Also stressed is the application of these subjects to practical problems. Mathematicians can use their skill to make statistical sense of a wealth of data, such as that gained from surveys of an alien culture.

Metallurgy

This skill teaches knowledge, both practical and theoretical, of metals and their inherent properties. Training consists of metalworking, using tricorders for metal analysis, and experience with various metals. Metallurgists can use their skill to identify certain metals without a tricorder, to design new applications for metallic alloys, and to determine the metal's characteristics under field conditions.

Physics

Training is the study of the relationship between matter and energy, including the laws of motion, light, heat, sound, electricity, magnetism, radiation, atomic structure, and nuclear phenomena. It involves practice using physical sensing devices and analysis tools. Physicists understand the theory behind warp drive engines, matter/antimatter reactions, and the beamed energy used in phasers and transporters. They can use their skill to determine the physical structure and behavior of unknown substances, the probable effects of unknown radiation sources, and to determine the theory behind alien technology.

The rating may be averaged with the rating in *Starship Sensors*, *Computer Operation* or *Small Equipment Systems Operation* to obtain specific information from shipboard or from a tricorder. All Starfleet officers have a rating of 10 or more in at least one of these skills. All Science and Medical Officers have a rating of 40 or more in at least one, if not several.

Nanoscience

This skill covers the science of atomic and subatomic machines and constructs, including nanites. Note that an understanding of Physics and Chemistry is essential to this skill and a character must possess at least 60% in those skills to possess this one.

Positronics

This skill covers the programming and repair of complex robot brains, including an understanding of robopsychology. Note that an understanding of Computer Science and Computer Technology is essential to this skill and a character must possess at least 60% in those skills to possess this one.

Temporal Physics

This is the science of time, including quantum mechanics and the study of time, temporal anomalies, and time travel. Note that an understanding of Physics is essential to this skill and a character must possess at least 40% in that skill to possess this one.

Planetary Sciences

This is a large group of sciences deal with the structure and function of planetary materials a planet's lithosphere (including its geography and its rocks, minerals, ores, and fuel deposits), its hydrosphere (including its oceans, lakes, and rivers), and its atmosphere (including its weather and climate). Separate Skill Ratings must be developed for each different science, such as the examples listed below.

Agriculture

This science deals with field crop production and soil management. The skill also involves a combination of the producing operations of a farm, the manufacture and distribution of supplies, and the processing distribution and storage of such supplies. The skill also includes development and repair of farm equipment, irrigation systems and landscape planning. This can also include forestry, the science of developing, caring for and cultivating forests and/or timberlands.

Geology

Training involves not only the study of such earth materials as rocks, minerals, ores, and soil, but also the study of such landforms as mountains, valleys, volcanoes, and beaches, and of the processes that create them. It also includes extensive field experience in mineral and fossil identification, in analyzing the geologic history of a region, and in geologic mapping. Geologists can use their skill to determine the presence of a valuable ore or fuel deposit, or to identify likely regions for earthquakes or volcanic activity.

Hydrology

Training involves the study of a planet's water (or its substitute) as found on the planet's surface, beneath its surface, and in its atmosphere. It deals with the precipitation-river-ocean-evaporation cycle, as well as with the chemical and physical nature of the water itself. It also deals with oceanography and such topics as currents and waves, flooding, and ice sheets and glaciers. Hydrologists can use their skill to help determine the suitability of a planet for colonization, to discover underground water sources, and so on.

Meteorology

Training includes the study of all atmospheric phenomena, including weather (winds, storms, precipitation, temperature, etc.) and climate (the prevailing weather conditions in an area). Meteorologists can use their skill to predict the weather, or to determine the suitability of a planet's climate for colonization, for example. The rating may be averaged with the rating in *Starship Sensors, Computer Operation or Small Equipment Systems Operation* to obtain specific information from shipboard or from a tricorder. All Starfleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one.

Seismology

This is a form of Planetary Science that deals with the study of the movement of a planets crust. This Skill can also includes glaciology and volcanology. The rating may be averaged with the rating in *Starship Sensors, Computer Operation or Small Equipment Systems Operation* to obtain specific information from shipboard or from a tricorder. All Starfleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one.

Terraforming

This is the science of terraforming technology and techniques. The Federation makes only limited use of such technology, since Class M planets are so common, but other cultures have been known to use it.

Planetary Survival

This includes the variety of skills needed to survive under extreme conditions planet side. This skill is gained mainly through practice, but some theoretical training is helpful. This skill is taught by Starfleet as it is needed by specific landing-party personnel, but many Starfleet personnel have some training from their childhood and adolescent experiences (as with the Federation Scouting movements) or from such outdoor hobbies as wilderness camping.

Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets. Qualified personnel use this skill to guide them in securing food, water, and shelter under primitive conditions. Professional level skill in this area would allow a character to act as a professional guide. Starfleet personnel on a *pre-planned* landing party expedition will have ratings of at least 1D10 in this skill for the type of planet being investigated; at least one member of the landing party will have a rating of 10 or more, and likely of 40 or more. No training will be given the landing party members for unplanned landings.

Planetary Survival: Basic

This is a special skill that covers the basics of surviving in the wilderness, including how to locate shelter, food, and water. It is limited to a maximum score of 10%. In general, when using this skill, average the character's INT with his score. A character's score in Basic Planetary Survival also acts as a base to which any skill points in other Planetary Survival skills are added.

Security Procedures

This skill deals with all procedures used by Starfleet for insuring the physical security of personnel, equipment, documents, and property. Training includes instruction in techniques for confining and interrogating prisoners, for controlling crowds, and for protecting VIPs. It also includes the alert procedures used in star bases, starships, high-security compounds, and most other Star Fleet installations. This skill could be used by a Security Officer to discover that a Klingon spy has stolen vital documents, or to control a crowd of hostile natives without resorting to weapon fire. All Security Officers have ratings of at least 40 in this skill.

Shuttlecraft Pilot

This skill deals with the operation of the standard Shuttlecraft used by Starfleet and carried on many larger ships. Training includes guided practice on simulators as well as actual flight time, with emphasis on takeoffs and landings. A character may fly the craft under normal conditions with a rating of at least 10, but he must have a Skill Rating of at least 20, or more commonly 40, to be assigned as a shuttlecraft pilot. Characters can use this skill in operating the shuttle under tough conditions, or in operating special-purpose shuttles, such as the aqua shuttle sometimes used on starships calling at water worlds.

All Helmsmen have ratings of at least 10 and Security Officers of at least 20 in this skill. Shuttlecraft Systems Technology This skill involves supporting, maintaining, and repairing standard and special-purpose shuttles. Training involves study of all shuttlecraft electrical, mechanical, and drive systems, as well as guided practice in repair and maintenance. The skill could be valuable to a character needing to leave a planet in a hurry, but faced with an inoperative shuttlecraft. It was this skill that aided Scotty in the episode *The Galileo Seven*. All Engineering Officers have a rating of 10 or more in this skill.

Small Equipment Systems Operation

This skill involves the operation of all types of Starfleet equipment, such as communicators, tricorders, universal translators, aqua lanterns, and the like. Training is gained through classroom instruction and guided practice. Characters could use this skill if they attempt to operate unfamiliar, but similar, alien equipment, or if they attempt to use Star Fleet equipment in unusual ways. All Star Fleet personnel have a rating of 10 or more in this skill, and thus are able to use most Starfleet equipment, including standard medical equipment, under normal circumstances.

Small Equipment Systems Technology

This skill deals with the repair and modification of small hand-held equipment such as communicators, tricorders, or universal translators. This training includes study of the circuits and mechanical systems of most Starfleet gear, with extensive guided practice in making repairs and simple modifications. A character could use this skill in attempting to modify equipment, as Mr. Spock did when he converted the crystals in a subcutaneous transponder into a crude laser in the episode *Patterns Of Force*. All Engineering Officers have a rating of at least 10 in this skill.

Small Vessel Engineering

This skill covers the general systems repair and maintenance of small starships of a non-military nature, usually piloted by a single person. It comes into use on smaller vessels in every situation where Space Science, Astronautics would be used on larger vessels. Ratings in this skill are halved (rounded down) when applied to situations requiring skill in *Space Science*, *Astronautics*, and vice versa. Class 1 starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may use this skill to effect repairs on Class II starships (5000 to 15,000 metric tons), but a -20 modifier is applied to such skill rolls. Any ship larger starships of over 15,000 metric tons are considered to be large vessels. Intelligence Analysis and Technical Services officer shave a rating of at least 5 in this skill.

Small Vessel Piloting

This skill allows a single individual to operate and navigate small starships of a non-military nature. It is used on smaller vessels in every situation where *Starship Helm Operation* or *Space Science: Astrogation* would be used on larger vessels. Ratings in this skill are reduced to one-quarter (rounded down) when applied to situations calling for *Starship Helm Operation* or *Space Science: Astrogation*. The sum of the character's ratings in *Starship Helm Operation* and *Space Science: Astrogation* are reduced to one-quarter (rounded down) when applied to situations calling for *Small Vessel Piloting*. Class I starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may pilot Class II starships (5000 to 15,000 metric tons) using this skill, but a -20 modifier is applied to such skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels. Intelligence Analysis officers have a rating of at least 15 in this skill.

Small Unit Tactics

This skill involves study of military and/or police tactics used in small skirmishes or commando actions. Training not only includes study of appropriate tactics, but also extensive guided practice in war-gaming simulations not only with scale mockups but also in full-size field actions. The skill would be used by a character desiring to set up effective defenses for a landing party in a hostile area or to command a boarding party. Security Officers have a rating of 20 or more in this skill, and many have professional-level skill, particularly those who accompany or lead planet side scouting parties.

Social Sciences

This is a large group of skills deals with the institutions and functions of societies and with the interpersonal relationships between individuals in those societies. Separate Skill Ratings must be developed for each separate race and for each different field, such as the examples listed below.

Archaeology

Training involves the study of a race's ancient cultures, their history, and their lifestyles. It includes the study of applicable dead languages as well as practice in making archaeological digs and in identifying and dating relics and ruins. This skill could be used by a character attempting to decipher runes or to determine the use of an alien artifact.

Economic

Training involves the study of the basic laws of supply and demand, as well as the basics of trade, wealth, and the production, distribution, and consumption of goods and services. Many officers in full-time services in the Merchant Marine Command have training in this field, and all private merchants probably do as well. This skill could be used by characters dealing with a race's economy in trade or in determining the social conditions on a world.

Klingon Law

Because of the shifting nature of Klingon politics, Klingon civil and criminal law changes more often than its Federation counterpart. Skill at Klingon law does not include knowledge of the internal laws and traditions of individual clan lines, however. A Klingon will automatically know his own line's rules completely. If a character somehow has a chance to learn the laws and traditions of another line, he must learn them under the Trivia skill category.

Law (including Federation Law)

Training involves the study of the codes, customs, and rules of a society. Security Officers receive advanced training in Federation law, as do officers attending Command School. The skill could be used by characters dealing with a race's legal system or in remembering an obscure law on one of the Federation's member planets.

Political Science

Training involves the study of a society's politics and government. It includes study of the way laws and policies are made, in the structure of the government and its institutions, and in the ways political groups gain and control power. The skill could be used by a character attempting to influence a government, possibly modified by his Skill Rating in *Negotiations/Diplomacy*. It also could be used to identify the power groups in an alien society, and to distinguish those who actually wield the power from those who appear to have the power.

Racial Culture/History (including Federation History)

Training involves study of the history and culture of a star faring race. Communications Officers receive advanced training in one or more races, and Command School gives additional training in Federation history. The skill would be used by characters attempting to avoid mistakes in manners or behavior on an alien world, or attempting to make sense out of behavior they are witnessing.

THE KLINGONS: A Klingon character's knowledge of his racial history is based on the mostly accurate "official" version. For Klingon characters, knowledge of Federation history represents the somewhat slanted view taught in Klingon schools.

The Skill Ratings in these fields may be averaged with the rating in *Starship Sensors* to be able to find out specific information about a planet's culture. Every Starfleet officer has a rating of at least 15 in the culture/history and the laws of the Federation. Security Officers have a rating of 20 in Federation Law. Those officers who complete Command School have ratings of 25 in *Federation Law* and of 20 in *Federation History/Culture*. Communications Officers usually have ratings in the history/culture of several races.

Theology

This is the study of religion and beliefs among humanoids. It includes knowledge of mythology, philosophy, and religious texts.

Space Sciences

This large group of skills includes the study of space, the stars, planetary motions, navigation, and the application of other sciences to space travel or to deep space. Separate Skill Ratings must be developed for each different science, such as the examples listed below.

Astrogation (Starship Navigation)

Training involves all three types of navigation used by Navigators-piloting by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars. It includes star mapping and plotting courses and orbits. Navigators receive professional level training in this skill so that they have the tools needed to determine where a starship is, where it is going, and when it will get there. This skill is used in plotting intercept courses and standard orbits, and it could be used in determining where a ship was if it wandered off course during an ion storm.

Astronautics (Starship Engineering)

Training involves the theory and practice of creating and maintaining starships and other manned space habitats and environments. It encompasses the general areas of starship design and construction-bulkheads, decks, stresses and strains, hull repair, and the like. Development includes extensive training in starship power grids and in the repair of damage to that grid and superstructure. All Engineering Officers are trained in this skill, and many choose to have advanced training as well. This skill is used by the Engineering Officer in starship combat when attempting to make emergency repairs to the power grid after a hit on the engine room.

Astronomy

Training involves observations from deep space, including all forms of electromagnetic radiation (light, radio-frequency emanations, etc.), neutrino scans, gravities, and so on. It includes study of the theories concerning these observations, as well as guided practice in making the observations and interpreting them. This skill, which is studied by all Starfleet officers, could be used by a character to discover a previously unknown black hole or perhaps a star going nova.

Astrophysics

Training involves the study of the universe and its parts in an attempt to discover how it works by using physical laws and theories to explain astronomical observations. It includes study of the motions of satellites, planets, stars, and galaxies as well as stellar growth and decay. Navigators are trained in this area. It could be used to determine that a comet or large meteorite is on a collision course with an inhabited planet. The Skill Rating in these fields may be averaged with the rating in *Starship Sensors* to find out specific information about space phenomena. In Starship combat after a hit to the engine room, the Chief Engineer may be required to make a Skill Roll against his rating in *Astronautics* to successfully restore power to the ship's power grid. All Star Fleet officers have a rating of 10 in *Astronomy* and in at least one other of these sciences.

Furthermore, Navigators have a rating of at least 40 and Helmsmen of at least 10 in *Astrogation* (formerly called Starship Navigation); Engineering Officers have a rating of 10 or more in *Astronautics* (formerly called General Starship Engineering); and Science Officers frequently have ratings of 20 or more in several of these fields.

Sports

This skill involves all of the many sport forms in the known universe. Development includes physical training, instruction in technique, and extensive guided practice and competition. Characters that have proficiency in a sport are considered to have average recreational skill; those with advanced training would be considered to be enthusiasts. Characters with professional-level skill could qualify for professional teams or as instructors. Separate Skill Ratings must be developed for each sport desired; typical choices are swimming and diving, gravball, zero-G handball, bowling, track and field, weightlifting, and so on. This skill could be used by characters attempting physical activities that are similar to the activities in the sport, such as to rescue someone drowning, running long distances or sprinting under adverse conditions, and so on. This skill covers swimming covers recreational or survival swimming and diving techniques. A character qualified in this skill can swim for recreation without fear of drowning under normal circumstances.

Sport: Swimming covers the techniques involved in swimming and diving (not skin or SCUBA diving, but including competition diving). A character with a minimum Skill Rating of 5 in Swimming is able to swim (or at least float) well enough to survive for a short period of time in water over his head. A minimum Skill Rating of 10 gives the ability to swim as recreation without fear of drowning, under normal circumstances. Those with Skill Ratings of 20 or more are very competent. Characters desiring to use SCUBA gear should choose it as the subject of the *Trivia* skill.

THE KLIGONS: All graduates of the Klingon Imperial Star Academy receive a minimum Skill Rating of 5 in Sports: *Swimming*.

Starfighter Engineer

The skill covers the general systems repair and maintenance of starfighters. It comes into use on starfighters in every situation where Space Science, Astronautics would be used on larger vessels.

Starfighter Pilot

This skill allows a single individual to operate and navigate a starfighter. It is used on starfighters in every situation where Starship Helm Operation or Space Science, Astrogation would be used on larger vessels.

Starship Combat Strategy/Tactics

This skill involves the ability to command a starship in battle. Development of this skill includes study of the great space commanders and battles throughout history. It also includes intensive training on simulators, recreating past space combat actions and fighting hypothetical ones. Captains use this skill in Starship combat to determine if they have the tactical advantage and can predict what their opponent will do before they commit themselves. Characters who attend Command School have ratings of 40 or more in this skill, but many captains-to-be go beyond even this training.

Starship Helm Operation

This skill deals with steering a starship, actually operating the controls of its warp and impulse engines. The development of this skill includes all training in executing standard, evasive, and battle maneuvers, as well as in executing standard orbits, intercept courses, and the like. In Starship combat, the Helmsman uses this skill, with a Skill Roll, to make emergency or evasive maneuvers. After a bridge hit, the skill is used, with a Skill Roll and averaged with the rating in *ComputerTechnology*, to repair a damaged helm console. All Navigators have training and all Helmsmen have ratings of 40 or more in this skill.

Starship Sensors

This skill involves operating a starship's sensors probes to gather data for interpretation and storage in the ship's computers. Development includes extensive training in the efficient use of the sensor controls and, when combined with other science skill, in the swift interpretation of the data gathered.

This skill is used to detect life and energy sources in other ships and on planets. The ship's sensors also provide planetary gravity and climate data from standard orbit. All of this data may be interpreted by the Science Officer to give information to a prospective landing party. The skill also may be 20 used by a Navigator to detect at long range moving objects likely to pass near a ship. In starship combat, the skill is used to provide data to the bridge crew about the enemy vessel, its preparations, its power allocation, and its damage.

When averaged with the skills in various sciences, this skill is used to interpret data about a wide variety of subjects. In Starship combat, the skill is used, with a Skill Roll, to gain a sensors lock on the opponent and to obtain vital data about his preparedness and his intentions. After a bridge hit in Starship combat, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology or Small Equipment Systems Operation*, to make emergency repairs to the sensors panel.

All Starfleet officers have a rating of 10 or more in this skill. Helmsmen have ratings of 30 or more and Science Officers of 40 or more.

Starship Weaponry Operation

This skill deals with the operation of all types of starship phasers and photon torpedoes, including their arming, aiming, and firing. Training includes the use of the targeting computer and extensive practice, not only with combat simulators but also using the actual weapons on Star Fleet Academy's target range. This skill is used with a Skill Roll or a To-Hit Roll in starship combat to determine the effectiveness of weapon fire. It also might be used by a character attempting to operate unfamiliar ship's weaponry in a captured vessel. All Helmsmen have ratings of at least 40 in this skill. Any captain-to-be must have some training in this area.

Starship Weaponry Technology

This skill deals with the technical aspects of both phaser weaponry and photon torpedoes, particularly covering repair and maintenance. Training includes study of the appropriate circuit theory, as well as extensive guided practice in weaponry equipment assembly, disassembly, and repair. Qualified personnel may make minor to moderate emergency repairs of damaged or malfunctioning equipment. A character also could use this skill to make minor weaponry modifications. After a bridge hit in Starship combat, this skill may be used, with a Skill Roll, to repair a damaged weapons console. All Helmsmen and Engineering Officers have ratings of 10 or more in this skill.

Stealth

Stealth involves the ability to move inconspicuously through darkened areas or crowds. This skill is needed whenever a character attempts to go unnoticed by authorities or others. The average of this rating and the character's DEX or LUC score may be used to evade pursuers or to sneak unnoticed past guards.

Streetwise

This skill is gained only by experience, interacting with people planet side. The urban counterpart of *Planetary Survival*, this skill deals with how to blend in with the natives in a port, how to hide from the police in unfamiliar city slums, how to contact the urban underground without being compromised, and how to behave in back alleys and back rooms in the seamier parts of any humanoid planet from Vulcan to Sherman's Planet. The skill may be used by a character to find what he wants in port, whether it is information from a bartender about an illegal gambling parlor or about what ships have been in or out of port in the last two months.

Sub-Light Drive Technology

This skill covers knowledge and maintenance of the secondary sub-light drives that runs a starship through planetary systems and times when the ship is in combat. Development includes study of the various sub-light drives including impulse, gravity and solar sails, as well as extensive practice with simulators, that include emergencies such as starting the engines cold and nursing the sub-light drive for more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair. All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more.

Surveillance

The art of Surveillance involves seeing without being seen, either personally or through technological devices. This skill gives the abilities to secretly observe a person or location through visual or audio techniques and to organize (or evade) search parties. Training allows a character to enhance his observation skills, to use and repair observation equipment, to employ search party tactics, and to maintain a low profile.

A character may use these talents in any reasonable setting during a clandestine operation. This skill is used to recall details of an observation, to make accurate visual and written records of observations, or to establish and maintain covert observation. A successful Skill Roll against *Surveillance* allows one character to follow another without being spotted. In some cases, however, the game master may allow the target a chance to spot his tracker, with a Saving Roll against his INT. The average of this rating and the character's DEX or LUC score may be used to remain inconspicuous in an appropriate setting. The average of this rating and the character's INT score may be used to recall a very minor (yet significant) detail made during an observation. If a character attempts to detect suspected electronic surveillance and/or to defeat any known surveillance efforts, he must make a successful Skill Roll against his *Surveillance* Skill Rating. Intelligence Field Operations officers have a rating of at least 5 in this skill, and Administration officers have a rating of at least 20.

THE KLINGONS: In game terms, the skill should be used to keep Klingon characters properly paranoid. If a character suspects that a plot or coup is in the offing, he may request that the game master make a Skill Roll against *Surveillance*. The game master will do so, but he does not reveal the exact outcome of the roll to the player. Instead, if the roll is successful, the character will hear a rumor or glean some other evidence. If the roll fails by less than 20 points, the character will hear nothing. If the roll fails by more than 20 points, however, the character will hear a false rumor! If no plot exists, the player will hear nothing. If there is no plot but the game master's secret skill roll failed by more than 20 points, he may mislead the character into believing there is a plot.

Tractor Beam Operation

This skill involves the use of tractor and pressor beams. A character that does not have this skill can use the Deflector Shields Operation skill at half his score to operate tractor and pressor beams.

Tractor Beam Technology

This skill involves the repair of tractor and pressor beams. A character that does not have this skill can use the Deflector Shields Technology skill at half his score to repair tractor and pressor beams.

Trade and Commerce

This skill applies to buying and selling commodities on the open market, especially including interstellar commerce. The basic techniques and facts behind this trade may be taught in academies, apprenticeship programs, and on the job. Advanced skill, however, is best learned by experience. Skill in this area will affect success in attempts to sell a cargo (and the price obtained), to complete a trade agreement with a new culture, or to negotiate a favorable transport contract. It also will influence the ability to locate a cargo-for 23 hire that is available for contract transport, or to move more goods in an area of limited demand.

Using Trade and Commerce, a character will be able to sell or purchase trade goods at the most favorable prices or (when combined with *Bribery*) to locate a black market. Successful Skill Rolls against a character's *Trade and Commerce* Skill Rating improve the prices obtained for goods, or the amount of those goods that can be sold at a fixed price. Intelligence agents use this skill primarily as part of a cover identity, as traders often see and hear things that others miss. Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 20.

Transporter Operational Procedures

This skill involves the use of transporter devices, whether they be personnel transporters or cargo transporters. Training includes locking in on a person or an area, powering up the system, and accomplishing beam-up with simulators and with allthree transporter types commonly in use. This skill may be use when a character desires to make a quick lock-on and beam-up, when atmospheric conditions or other hazards make beaming difficult, or when extreme precision is required, such as transporting into an unknown area using sensor readings only. No Skill Roll is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 10 in *Transporter Operation Procedures*. All Star Fleet officers have a rating of 10 in this skill. All Engineering Officers have a rating of 10 or more in this skill.

Transporter Systems Technology

This skill deals with the technical aspects of the transporter devices. Training includes assembly and repair of transporter circuitry, which seems to be particularly vulnerable to malfunction. This skill may be used by a character desiring to correct a transporter malfunction such as the one which split Capt. Kirk into two parts as in the episode *The Enemy Within*, or to modify transporter circuitry for a special purpose. All Engineering Officers have a rating of 10 or more in this skill.

Trivia

This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Some *Trivia* skills, such as 20th-century firearms, will be technical or academic in nature, and others, such as explosives, will be gained only through experience. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill. Some *Trivia* will be useful and others will be just for fun or to round out a character's personality for better role-playing.

Value Estimation

With this skill, a character can estimate the approximate worth of valuable items, including trade items such as luxury goods (jewelry, collector's items, and so forth) and bulk commodities (grain and foodstuffs, among others). The skill also enables a character to determine which art objects or luxury goods are fakes, and thus worthless. The exercise of this skill provides a general idea of the relative value of a type of item, allowing one to tell valuable collectibles from worthless junk, good wine from bad, real diamonds from paste replicas, etc. It also allows a character to get a general idea of how much of a given item is a fair trade for a given amount of another item—a useful ability in barter. Also, this skill enables a trader to estimate the worth of a cargo when carried to a planet with which he is familiar. A successful skill roll will give a relative estimate of the item's worth only (not an exact value).

This skill (not *Forgery*) should be used when evaluating a counterfeit work of art. Intelligence agents use this skill primarily as part of a cover identity. Game masters must not allow characters to misuse this skill to obtain specific values of specialty items like gems and rare artworks. This skill does not provide more than very general knowledge of the value of specialty items like unusual jewels or fine wines, nor does it give the exact monetary value of any specific item. Such knowledge would be covered by a specialty skill.

All Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 15.

Vehicle Operation

This skill is involved in the operation of all modern aircraft, ground transport vehicles, and water vehicles, including both pleasure and passenger/cargo vehicles. Anyone qualified in this skill can operate small, private vehicles under normal conditions. Separate Skill Ratings must be developed for the operation of atmospheric craft, ground vehicles, and water vehicles. Skill Ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the operation of most vehicles in the class. For example, this skill would be used by characters attempting to fly a familiar or unfamiliar aircraft, use a ground vehicle, or pilot a water vehicle while on a landing party.

Characters with this skill may apply half or more of the rating to the operation of archaic vehicles, such as biplanes or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used. This skill frequently is chosen as a background skill as it is not a part of Starfleet training.

Vehicle Technology

This skill is used to repair all modern aircraft, ground transport vehicles, and water vehicles, including both pleasure and passenger/cargo vehicles. Anyone qualified in this skill can repair small, private vehicles under normal conditions. Separate Skill Ratings must be developed for the repair of atmospheric craft, ground vehicles, and water vehicles. Skill Ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the repair of most vehicles in the class. For example, this skill would be used by characters attempting to fix a familiar or unfamiliar aircraft, use a ground vehicle, or pilot a water vehicle while on a landing party.

Characters with this skill may apply half or more of the rating to the repair of archaic vehicles, such as biplanes or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used. This skill frequently is chosen as a background skill as it is not a part of Starfleet training.

Warp Drive Technology

This skill covers knowledge of the matter/antimatter mix formula that runs a starship. Development includes study of the theory behind the warp drive and extensive practice with simulators, altering the mix to meet a variety of situations, including emergencies such as starting the engines cold and nursing more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair. This skill is used in starship combat to coax extra power from the engines and to make emergency warp speed changes. All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more.

Zero-G Combat

This skill involves advanced combat in null-gravity situations. This is gained only through experience and it a valuable part of Starfleet Marine training. A character fighting where the gravity is low or non-existent can use this skill to adjust to fighting on space or on planets with low-gravity.

Zero-G Operations

This skill involves all activity in null-gravity situations. It is gained only through experience, and it is part of Starfleet officer training. A character operating where the gravity is low or Non-existent uses this skill, whether it is for emergency repairs outside a ship in space or for basic combat aboard a floating derelict. When a character attempts to use other skills under such conditions, the Skill Rating in this skill is used to modify that skill's rating.

Any unusual use of the skill will require a Skill Roll. To determine if a roll is necessary, subtract the rating from 100 to give the chance that a roll will be needed. If no roll is needed, the use will be successful without a roll. If a roll is needed and is successful, the same result occurs. If the roll is unsuccessful, the attempt fails, with the potential for harmful effects if a Saving Roll against DEX is not successful. When a character attempts to use other skills under such conditions, the Skill Rating is averaged with the other skill before a Skill Roll is made. All Starfleet officers have ratings of 10 or more in this skill.

General Rules from FASA Star Trek RPG

COMBAT OPERATIONS

Target To-Hit Modifiers:

Dodge/ Defense	-15 to one attack
Full Defense/Dodge	-20
Range: Point Blank	+15

Size Modifiers:

Short	0
Medium	-15
Long	-30
Extreme	-45
Size: Small	-15
Man-Sized	0
Large	+15

Position Modifiers:

Standing	0
Crouched	-5
Prone	-10
Back Turned	-15

Cover Modifiers:

Less than 1/2	0
1/2 to 2/3	-10
More than 2/3	-30
Invisible	-40

Movement Modifiers:

Stationary	+15
Moving	0
Running	-5

Attacker To-Hit Modifiers:

Full Attack	+25
Aiming: Quick Draw & Fire	-25
Called Shot	-15
Shooting with Wrong Hand	-20

Movement Modifiers:

Stationary	0
Moving	-5
Running	-15
Dodging	-30

Visibility Modifiers:

Poor Visibility	-10
In the Dark	-20
Blinded	-40

Starship To-Hit Modifiers:

Evasive Maneuvers	-15 to one attack
Full Evasive Maneuvers	-20
Range: Point Blank	+15

Range Modifiers:

Short	0
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Medium	-15
Long	-30
Extreme	-45

Vessel Modifiers:

Shuttle	-15
Starship	0
Space Station	+15
Called Shot	-15
Sensors: Cloaked	-40
Nebula/Ion Storm	-30
Sensors Lock	+20
Manual/No sensors	-30
Movement: Stationary	+15
Thrusters	+10
Impulse Speed	0
Warp Speed	-25
Power: Normal Operation	0
Full Power	+10
Auxiliary Power	-15
Emergency Power	-30

Racial Modifiers

Vulcan Neck Pinch To-Hit Modifiers:

Victim totally unaware	-30
Victim surprised or distracted	-20
Victim on guard in general	+20
Victim aware of neck pinch technique	+40

SKILL OPERATIONS

Medical Treatment Modifiers:

No medical equipment available	-5
Using medkit/first aid kit only	+5
Using med pouch	+15
Using non-Starfleet medical facilities	+15

Using Denobulan medical facilities	+25
Using Starfleet medical facilities	+25
Healing a race never before encountered	-20
Healing non-humanoid	-20
Healing non-carbon-based life form	-40
Prior attempts at first aid	+5
Per minute since reaching 0 MAX OP END	-1
Per point of damage below 0 MAX OP END	-1
Additional personnel assisting	0

Transporter Use Modifiers:

Ship to Planet/Planet to Ship:

Unstable atmospheric conditions	-20
Local interference	-20
Transporter at each end	+40
Lock in with sensors only	-10
Location used in past 24 hours	+20
Ship's power reserve less than half	-25

Ship to Ship:

Transporter at only one end	-10
Lock in with sensors only	-10
Location used in past 24 hours	+20
Ship's power reserve less than half	-25
Stealth Beaming	-30
<i>Intra-ship Beaming</i>	-40

Tricorder Operations Modifiers:

Science tricorder:

Scan for energy sources	0
Scan for physical composition	-10
Scan for life forms	0
Cartographic scan	+10
Molecular dating	-10

Medical tricorder:

Scan for chemical composition	-10
Scan for life forms	0
Vital signs	+10
Internal diagnostic scan	-10

Engineering tricorder:

Scan for energy sources	-10
Scan for material strengths/weaknesses	-10
Scan for structural integrity	0
General scan	0
Specific scan	-10
Directional scan	+5
Scan through atmospheric disturbance	-20

Scanning Range:

Short	0
Medium	-10
Long	-20
Extreme	-40

Engineering & Damage Control Modifiers

Flame suppression	+10
Seal breach	0
Squeeze more energy out	-10
Restore/reroute power	0
Jury rig repair	-20
Bypass compromised circuit	-25
Cold start of warp engines	-45
Adjust warp intermix	-10
Maintain/restore warp containment field	-10
Eject warp core	-10
Extremely advanced/alien technology	-30

STARSHIP OPERATIONS

Command Modifiers:

Ship-wide announcement	0
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Internal communication	0	
Emergency sensor pod ejection	0	
Self-destruct activation/deactivation	-10	
Communications Modifiers:		
Hailing frequencies open	+10	
Scramble transmission	0	
Descramble transmission:		
Starfleet code	0	
Foreign code	-10	
Ancient code	-15	
Unknown code	-25	
Break through interference	-10	
Jam transmission	-10	
Launch message buoy		0
Detect faint signal	-10	
Translate language	0	
Tap into internal sensors/recorders	-25	
Helm/Navigation <i>Modifiers:</i>		
Evasive maneuvers	0	
Plot a course	0	
Standard orbit	0	
Depart spacedock	-15	
Maintain unstable orbit	-20	
Navigate gravity well	-40	
Maneuver through debris/nebula	-25	
Navigate cosmic storm	-40	
Navigate a temporal anomoy	-60	
Lay in course	0	
Engage warp engine	0	
Emergency warp speed	-10	
Full stop	-10	
Micro warp jump (Riker Manuver)	-30	
Shadow target ship	-45	

Operations & Library Computer Modifiers:

Reroute Auxiliary Power	0
Reconfigure navigational deflector	-35
Retrieve information	+10
Plasma release from nacelles	-25
Analyze situation	-10
Manual override	-10
Security lock out of computer	-40
Input starship prefix code	-60
Saucer separation at warp	-45
Saucer separation at impulse	-25
Saucer recovery	-25

Sensors Modifiers:

Scan planet	0
Scan stellar event	0
Scan spatial anomaly	0
Scan starship	0
Scan for life	0
Identify different life forms	-10
Locate specific life form	-25
Break through jamming	-30
Jamming	-20
Locate cloaked vessel	-40
Launch probe	+10

Tactical & Security Modifiers:

Activate internal shields	-10
Inject gas into airflow	0
Active main shields	0
Remodulate shields	-25
Remodulate phasers	-35

EXPANDED PSIONICS:

TELEPATHY & EMPATHY

Contact, one-way:

Send basic concept or feeling	0
Empathic sensing	0
Empathic sensing of health	-20
Short message, complex concept	-10
Locate via empathic impression	-40
Illusion	-40
Mental domination/possession	-70
Contact, two-way:	
Telepathic communication	-20
Sharing thoughts & feelings	-30
Total thought exchange	-40
Psyche removal/exchange	-80
Memory modification	-20
Pain removal	-10
Mind meld	-50
Emotional suppression	0
Super numerate/perfect recall	0
Empathic healing, per point of damage	-5
Instinctive astrogation, per 10% bonus	-10
<i>Subject Modifiers:</i>	
Self, if applicable	+20
Humanoid	+10
Non-humanoid	0
Vastly alien intelligence	-40
Semi-intelligent creature	-10
Unintelligent animal or creature	-25
Incorporeal life form	-30
Non-carbon-based life form	-20
Unknown creature type	-20
Group, per person	-10
<i>Telepath:</i>	
Willing	-½ PSI
Unwilling	+½ PSI

Non-telepath:

Willing	+25
Unaware	+10
Unwilling	+½ PSI
Friendly or sympathetic	+10
Related or bonded	+20
Enemies or personal grudge	-20
Previously contacted	+10

Conditions and Range:

Quiet solitude	+15
Comfortable/Familiar	+10
Hectic/Rushed	-30
Touching	+20
In sight	0
Out of sight	-10
Distant/separate ships	-20

METABOLIC CONTROL

Enhanced Movement:

Per +5 meters to running speed	0
Per +1 meter to jumping distance	-15
Per -1 temporary damage	-25

Enhanced Healing:

Per +1 to FATIGUE HEAL RATE	0
Per +1 to WOUND HEAL RATE	-20
Dodge/Defense, per -5 to target difficulty	-25
Enhanced Strength, per +5 to STR	-30
Enhanced Activity, per +1 AP bonus	-25
Stun Resistance, per point of armor	-10
Disruption Resistance, per point of armor	-20

TELEKINESIS

Size of object:	
Hand held object	+10

Small object	0
Man-sized object	-10
Large object	-20
Vehicle-sized object	-40
Moving target	-10

Modify by action taken:

Crush	-30
Hold	-20
Lift and move	-10
Shove/Push	-10
Throw	-30
Telekinetic leap, per +1 meter to distance	-15
Telekinetic force field, per point of armor	-20

Conditions and Range:

Quiet solitude	+15
Comfortable/Familiar	+10
Hectic/Rushed	-30
Touching	+20
In sight	0
Out of sight	-10
Distant/separate ships	-20

ESP

Clairvoyance:

Distance viewing, same world	-10
Distance viewing, different planet	-50
Postcognition, personal past	0
Postcognition, recent past	-20
Postcognition, distant past	-50
Precognition, personal future	-20
Precognition, near future	-60
Precognition, distant future	-80

Psychometry (Object reading)

Super numerate/perfect recall	0
Sense nearby psionic being	-10
Sense nearby invisible being	-25
Sense nearby invisible incorporeal being	-45
Direction sense	0
Precognitive Initiative, per +1 AP bonus	-25
Instinctive piloting, per 10% bonus	-10
Instinctive astrogation, per 10% bonus	-10

MATTER/ENERGY CONTROL

Matter rearrangement/disintegration:

Self	+10
Hand held object	0
Small object	-10
Man-sized object	-20
Large object	-40
Vehicle-sized object	-60
Starship-sized object	-80
Environmental bubble	-30

Electrokinesis:

Absorb energy	0
Conduct energy	+10
Recharge device, per point of ammo	-10
Absorb weapon fire, per point of damage	-15
Project energy, per 1D10 of damage	-20

Pyrokinesis:

Ignite flammable material	-10
Ignite living tissue	-30
Increase fire size	0
Decrease fire size	-15
Mold fire into specific shapes	-40

House Rules

- Rounding Up or Down: On all figures relying on division, round to the nearest whole number as you would in math class: .4 or less, round down; .5 or more, round up.

- Initiative is rolled each round for each individual. It is rolled with 1D10 + AP total. The highest roll wins. He declares his actions last but takes them first. The lowest roll loses. He declares his actions first but takes them last.
- Attribute Damage: Lost attribute damage heals at ½ the character's usual Wound Heal Rate.
- DEX Adjustments: A character who loses or gains DEX for any reason has an equal loss or gain applied to his APs. This affects initiative rolls if that rule option is being used.
- Personal Combat, whether Armed or Unarmed, is by nature conducted at Point Blank Range. Thus, no character receives the Point Blank modifier to his attack roll. A character can choose whether to emphasize his STR, DEX, or INT in Personal Combat. Depending upon which he chooses, he averages the appropriate attribute into the skill level to determine his To-Hit. This choice is made at character creation and cannot be changed. It should reflect a character and his culture. After all, most Klingons rely on strength and most Vulcans rely on intellect! *Examples: Worf, a very strong Klingon, averages his STR into his Personal Combat skills. Reed, who is quite agile and precise in his attacks, average his DEX into them. Spock, who uses Vulcan combat techniques that rely on precise nerve strikes instead of force, uses his INT.*
- Armed Damage Bonus is a bonus added to the damage roll for melee weapons. It is equal to the character's (STR + Personal Combat, Armed skill)/20.
- Alternate Time, Action, and Movement Rules:
- Rounds: A round is 6 seconds long. There are 10 rounds in a minute,
- Actions: A character can perform one move, one attack, and one defense or dodge in a round normally. A normal move is a 10 meter walk. A normal attack is resolved normally. A normal defense or dodge imposes a -15 to a single attacker's roll. A character can also perform one of these full round actions:
- Full Move: Doing this, the character does nothing but run for a single round. He can cover 30 meters this way. If swimming or climbing, a full move is the only option- the character must concentrate on moving. A character can swim 10 meters per round and can climb 2 meters per round. Full movement causes a character 1D5 temporary damage due to exhaustion.
- Full Attack: Doing this, a character forsakes moving and defense in favor of a strong offense. If he is using a phaser, disruptor, or similar energy weapon, he receives a +25 to his skill due to his careful aim. If using a projectile weapon or laser weapon, he may fire the weapon twice without modification to his skill or fire once with careful aim and gain a +25 to hit. When performing a full attack, a character is stationary and does not gain any bonus for defense or dodging. Melee attacks cost a character 1D5 temporary damage.
- Full Defense or Dodge: Doing this, a character does nothing but duck and weave through the melee or field of fire, attempting to avoid getting hurt. All of his attackers suffer a -20 to hit him. A full dodge costs a character 1D5 temporary damage.
- Use a Device or Skill: Doing this, a character may still make a normal move. This action indicates a character scanning with a tricorder, adjusting a communicator or universal translator, searching carefully, offering medical assistance, jury-rigging a repair, etc. When doing this, the character cannot attack and is too distracted to react defensively.

Movement: A normal humanoid has the following movement statistics:

- Walking: 10 meters per round or 5 kilometers per hour; Lose 1D5 temporary damage each hour.
- Running: 30 meters per round; Lose 1D5 temporary damage each round
- Swimming: 10 meters per round or 1 kilometer per hour; Lose 1D5 temporary damage each round or 2D10 every hour
- Climbing: 2 meters per round; Lose 1D5 temporary damage each round
- Jumping: 1 meter vertically or 2 meters horizontally; With a 15 meter running start: 2 meters vertically or 5 meters horizontally
- Crawling: 3 meters per round

Difficult Terrain or Conditions: The character must either reduce his movement speed by half or double the temporary he takes for moving.

Creatures have a movement rate listed in their description. This corresponds to a range of speed they can obtain. Some creatures move faster or slower when using different modes of movement. For example, an amphibian may swim faster than it walks. Assume that a creature moves as fast as it can and is adapted to moving at that speed and in its native terrain. Thus, it suffers only 1 temporary damage per round of moving and suffers no penalties for moving through their native terrain.

- Very Slow: Up to 15 meters per turn with an average of 10 meters per turn

- Slow: Up to 45 meters per turn with an average of 30 meters per turn
- Medium: Up to 75 meters per turn with an average of 60 meters per turn
- Fast: Up to 105 meters per turn with an average of 90 meters per turn
- Very Fast: Greater than 105 meters per turn with an average of 120 meters per turn

Roleplaying Starship Operations: As an alternative to employing a tactical board game when two starships encounter one another, the GM Reference page above details a large number of typical actions at key stations aboard a starship. The GM can use these modifiers to detail new actions and adjudicate unexpected situations that arise during play. This system is abstract and focused on roleplaying, so it will be up to the GM and players to work out any more details they wish. The statistics for starships is left to the GM's discretion.

However, this advice is offered: in *Star Trek*, the starship (or space station) is the setting of the show and rarely in any real danger.

Usually, damage taken from spatial phenomena, sabotage, unusual starship weapons, or as the result of mechanical or computer error is resolved as plot action that must be outwitted by the cast. Damage from weapons fire usually results in crippled and diminished abilities aboard ship, an explosion of a panel (doing 4D10 damage), or some tossing around (doing 3D10 temporary damage). The only time a starship is ever completely destroyed is in *Star Trek III: The Search for Spock*, and it is used as a major plot device, not a tactical situation. It is possible to play *Star Trek the Role Playing Game* without the tactical game- it requires only a bit of imagination. The tactical side of the game has all those cool pictures of starships, so I highly recommend it, but for those who only want to Roleplay, here is the following.

Simplified AP Rules: The above rules are offered as a full alternative to the AP system. This mini-system is offered as an alternative to the use of maps and miniatures, but designed to retain the use of APs:

Action AP Cost Description

- Simple action 1 Speak, pick something up, sit down, stand up, drop prone, etc
- Move* 1 5m running, 3m swimming or sneaking, 2m climbing, 1m crawling or jumping
- Difficult Terrain x2 Applied to the AP Cost and Temporary Damage movement through difficult terrain
- Attack* 4 Use a weapon or attack unarmed in personal combat
- Fire Weapon 3 Fire a ranged weapon
- Aim/Ready Weapon 1 Draw a weapon or aim a ranged attack
- Defense* 2 Can be used as a reaction to block, parry, or evade a personal combat attack
- Dodge* 3 Can be used as a reaction to evade a ranged attack
- Improvised x2 Applied to the AP Cost of attacks or defenses using improvised or unskilled weapons
- Operate device 2 Use a familiar device, such as a tricorder or communicator, etc
- Operate station 4 Use a computer or starship station
- Quick repair 6 Make a hasty repair on a device, weapon, computer station, etc
- Unfamiliar tech x2 Applied to using or repairing an unfamiliar device or station
- *Movement, Dodges, and Personal Combat Attacks and Defenses cause Temporary Damage. Each AP spent on a Move or Dodge causes damage, each on an attack causes 2 damage, and each on a defense causes 1 damage. Terrain affects the damage caused by movement.

SPOT RULES FOR ADVENTURES:

- **Acid:** Acid is extremely dangerous. It causes damage every turn until it is neutralized or boils itself out of energy in 1D10 turns. Weak acids cause 1D10 per turn. A typical acid does 3D10 per turn. Strong acids do 5D10 per turn. The acid of a Horta does 10D10 per turn! The same rules can be used for plasma or lava, with each doing 10d10 points of damage per turn. A LUC save is allowed to reduce damage by 1D10.
- **Aging:** In the course of adventuring, characters may find themselves unnaturally aging, either growing older or regressing to youth. This is surprisingly common. Occasionally, the alteration is purely physical and the mind is unaffected; however, the mind is generally aged or de-aged along with the body. If a character is made younger, he loses 1 point of STR and END for every year younger than 20 he grows. If reduced to infancy-below 10- his DEX is also halved. If the character is made older, he loses 1 point from his STR, END, and DEX for every year above 50. Mentally, a character loses 1 point of INT for every year he is aged over 50 or de-aged below 30.
- **Atmospheric Pressure:** Extremely dense atmosphere is crushing to life. Earth at sea level has an atmospheric pressure of 14.7 pounds per square inch. This is referred to as 1 bar. Every +1 in bar causes 1D10 temporary damage every minute. Thus, at +3 bars, an unprotected character suffers 3D10 points of temporary damage per minute. Beyond +3 bars, a character suffers 1D5 damage per minute if not protected. A MAX OP END save can be allowed for half damage. Thin atmosphere is also a problem. Unprotected characters suffer 1D10 temporary damage per hour at heights greater than 1 km. Greater than 2.5 km, this increases to 1D10 damage per minute. Beyond the troposphere, about 12 km, survival for the unprotected is impossible. Earth's exosphere extends to about 700 km above sea level. A MAX OP END save can be allowed for half damage.
- **Bright Lights/Loud Sounds:** A character suddenly exposed to bright lights or loud sounds must roll an INT save or be stunned 1D5 rounds. Extraordinarily bright lights or loud sounds can cause damage to unprotected sensory organs, burning corneas or bursting eardrums. This is intensely painful, causing 3D10 point of temporary damage. In addition, the character must roll an LUC save or suffer vision or hearing loss. This loss causes a -30 to all rolls involving the affected sense. If the LCK save results in 00, the character is blinded or deafened. The character automatically fails at any roll requiring the affected sense until the character can adjust. Vulcans have an inner eyelid that protects them from bright lights and never need roll for vision loss as a result of bright lights. Races with keen hearing- like Vulcans and Andorians- are particularly vulnerable to loud sounds and suffer a -20 to their save rolls.
- **Clones:** Clones in *Star Trek* aren't very common, but when they do they tend to have limited lifetimes and possess a chance of recalling their originator's memories. A clone loses END every day it lives as its body deteriorates. Some, like Shinzon, deteriorate very slowly. Others, like Sim, have little more than a few days. The length of a clone's life is up to the GM and determined by the needs of his campaign. Every so often, the GM may allow the clone to roll a PSI save. If successful, the clone regains a memory belonging to its originator. Some species, like the Vorta, reproduce through cloning and do not suffer any physical deterioration. They also often automatically possess their originator's memories.
- **Cybernetics and Bionics:** Cybernetics is machinery designed to be implanted into a living organism and operate exactly like an innate part of that being. Bionics is the name of the science that studies such machinery. To implant or remove cybernetics is fairly complex, requiring the doctor make a skill roll against an average of his Bionics and Surgery skill. If the cybernetics are of Borg design, his Nanoscience skill should also be averaged in. To repair damage to most cybernetics requires a skill roll against an average of Bionics and Robotics Technology. Repairing damage to cybernetics implanted into the brain further requires Positronics to be averaged in. While cybernetics are used by some cultures to enhance the abilities, in the Federation, they are generally only used to replaced destroyed limbs or organs (like Picard's heart) or to compensate for physical disabilities (such as LaForge's blindness). External cybernetics cause pain to their owners. Occasionally, the pain will flare up. It is non-damaging but distracting. The character suffers a -10 to all skill rolls until the fit has passed.
- **Cybernetics that enhanced abilities,** such as those used by the Borg, generally affect attributes, skills, or grant special abilities. For example, a cyberdeck may add +50% to the character's Computer Operation skill or a cyberarm may add +20 to his STR. Cybernetics can also grant special abilities, such as extra senses, atmospheric adaptation, armored skin, implanted weapons, etc. These types of cybernetics not only cause the occasional phantom pain, as described above, but also reduce the character LUC attribute by an amount roughly equal to the % of the body's mass they replace. For example, an arm is about 15% of a human's body, so a cybernetic arm reduces LUC by 15. Alternately, the cybernetics may reduce the character's CHA, indicating a loss of humanity (such as the Borg's cybernetics).
- **Disease:** Diseases are divided into two categories; acute and chronic. Each must be treated in a different manner. An acute disease has a rapid onset (as short as several hours or as long as three days), a short course, and severe symptoms that start out mild, but gradually worsen as the disease progresses. A chronic disease would work much more slowly, and be more difficult to cure. A contemporary Earth example of an acute disease is influenza, while an example of a chronic disease is cancer. Many adventure situations can be built around diseases. The players may be required to deliver a serum of some kind to a planet suffering an epidemic, or a character might be stricken with a rare or unknown disease leading the players to

search for a cure. The GM must use imagination (as well as common sense) to create the conditions, symptoms, cures, methods of transmission, immunities, etc. related to a disease. Any person with a minimum skill level of 20 in the appropriate Medical Science skill can automatically recognize a common disease after a thorough examination. Less common diseases require a roll of the Medical Science skill. The availability of a medical laboratory and medical library improves the chances of diagnosis by +20.

The GM makes the diagnosis save secretly. If the roll is fairly close, the GM may give partial information. If the roll was not particularly close, no information is given. If the roll was way off, however, the GM may decide to give wrong information that might cause incorrect treatment to be administered. Incorrect treatment has no effect, or may actually hurt the patient. Note that First Aid is of no real help against diseases. If specific treatment against the disease is not administered, the disease will take its toll. Please remember that the vast majority of diseases are not fatal. A character may just take some damage before the disease runs its course. Such damage heals just like wound damage once the disease has run its course. Chronic diseases linger, but acute diseases are over in a few days or weeks at most. If a disease is unknown, it will not be found in the medical records. A medical officer must then go to the laboratory and try to determine causes and cures. A character must have an appropriate Medical Science skill of 30 or better to do medical research on an unknown disease.

A skill roll can be attempted for every four hours of research. The research save is made at 1/4 the character's normal skill, making this a difficult roll indeed. In addition, a further modifier to the roll of +1 is added for every previous attempt that has failed.

Thus, the roll gets harder and harder. Eventually the modifiers may accumulate until the character requires a roll of less than 1 to succeed. At this point, the research has run into a blind alley. No further attempts may be made by that researcher until such time that some new evidence or information becomes available. The GM may wish to supply such information as part of the campaign action at this time. Then the procedure begins over again from scratch. If a roll is successful, the cause of the disease is discovered. Further research may have to be done to find a cure, however. Half the time the cause directly implies the cure, and the cure is found immediately. Otherwise, continue the research procedure until a second save is made.

The GM should decide ahead of time on a cure or effective treatment for his "unknown" disease. It is possible to have a disease that absolutely has no accessible cure, but it is usually a bad idea to inflict such a disease in a role-playing game situation, especially on player characters. How difficult the cure or treatment is to secure and administer is up to the GM. It is impossible here to give players and GMs a crash course in immunology, but a couple of examples will help GM to learn to develop interesting (the players will use other words for it, certainly) diseases for their own campaigns. *For an example of how a GM might create a dangerous acute disease, we will work with the Symbalene blood burn. Symbalene blood burn is mentioned briefly in the episode The Changeling, but we learn nothing about it except the name, and that it is considered to be a fastacting, highly infectious disease. In this example, we will create a set of data for this disease so it can be used in a campaign. Symbalene blood burn is a viral disease native to the planet Symbolus IV. It is transmitted by touch and has a very short incubation period (7 to 10 hours) before symptoms begin to appear. The symptoms include a sharp rise in body temperature, severe internal pain (an abdominal burning sensation), destruction of red blood corpuscles and extreme reddening of the skin followed by bleeding from the pores. The disease is 97%fatal within two days.*

Humans and other species with iron-based blood are affected. Vulcans, Edoans and Andorians are immune- their blood chemistry is too different. A person who contracts the disease and survives thereafter has total immunity. The only real cure is an injection of antibodies. Antibodies for the blood burn can be produced artificially by large commercial medical laboratories, but the material is perishable. A certain amount can also be produced from the donated fresh blood of a survivor of the disease (about 1 injection per 2 pints of blood). Massive blood transfusions, periodic injections of tri-ox compound, and lowering body temperature will slow the progress of the disease.

In game terms, the disease has the following effects. Each time a susceptible character touches a diseased individual (or a recently dead victim of the disease), he is exposed and must roll an END save. Because blood burn is so virulent, a die modifier of +30 is added to the roll. This addition (but not the END save itself) is avoided if the character can make a LCK save first. If the END save fails, the disease is transmitted to the character. The rolls to catch the disease can be made by the GM secretly! Thus, if the player is exposed, he will not know whether or not he has caught the disease until the symptoms start to appear. The incubation period is 7 hours minus the character's END in minutes. Near the end of this time, the character will begin to feel a bit hot and feverish. When the incubation period is over, the disease strikes full force. A high fever results, and the character takes 4D10 damage from it unless steps are taken to keep the body temperature down. (Using fever reduction drugs or drastic measures such as packing in ice will hold this damage to 2D10.)

At the end of the first 24 hours after incubation, the character takes another 6D10 damage from bleeding (from the pores) and oxygen starvation (as the lungs begin to shut down). This damage can be reduced to 3D10 by administering blood transfusions and tri-ox compound. At the end of the second 24 hours, another 6D10 damage are taken as before, with the listed remedies having the same damage-reducing effects. Should the character survive this long, no further damage is taken and normal healing begins-the disease has run its course. If an antibody injection is

available, administration of one at any time after symptoms develop will prevent all further damage and normal healing begins. A vaccine is available to protect against Symbalene blood burn, but a booster must be taken every year. Since the disease is so rare, it is unlikely (3 chances in 10) that the average crewman will be up on his vaccinations unless he expects to be exposed. Most larger Starfleet ships should have supplies of the vaccine. Vaccination is useless once the disease is already contracted; then antibody shots are necessary. A well-equipped medical lab (as is found aboard such ships as the Enterprise) could process and prepare antibody injections, if blood donors can be found who have had and survived the disease. (Even on a large ship, however, there are not likely to be more than two or three such people!) Larger supplies would have to be transported from a starbase or some planet with advanced medical technology and industrial drug-making capacity. By then, it would likely be too late, if such a place is not nearby. As an example of a chronic disease, let's create a totally fictitious disease, Jordan's Syndrome. Jordan's Syndrome (named after the discoverer, the renowned medical researcher Dr. David Jordan) is a wasting disease caused by the breakdown of a natural hormone in the human body. No other races are known to be susceptible, but it is suspected that certain hybrid-race individuals might prove susceptible as well. The first symptoms are increasingly frequent spells of dizziness, followed by a gradual loss of strength and coordination which eventually causes death. There is no known cure, but a periodic injection of the hormone in question can delay the final stages nearly indefinitely.

In game terms, this disease is very simple to implement. As Jordan's Syndrome is extremely rare, it would be up to the GM to inflict it upon a character as he sees fit. It is not something that can be caught from a victim. This is a disease or condition more like diabetes, and may be genetically linked in some manner. When the symptoms begin, a dizzy spell will occur lasting a number of turns equal to 2D10 (rolled by the GM secretly). During this time, the character must roll a DEX save to even perform simple actions correctly. All other skill levels are halved (either randomly or on a pre-set schedule), but such attacks will start infrequently and become more frequent and last longer as time goes by.

After 2D10+5 weeks of game time, the character rolls 1D10/2, and subtracts this number from the character's STR. Do the same to DEX and END. The dizziness attacks also continue at intervals. If the character's END is allowed to drop below the unconsciousness threshold, the character goes into a coma. Without treatment, the disease will continue to progress until the character dies. Once the disease is diagnosed, regular shots of the hormone (1 per week) will stop further deterioration of STR, DEX, and END and end the dizzy spells. The damage will not regenerate even with the shots, so the sooner the disease is diagnosed and the shots begun, the better.

- Drowning: While drowning, a character may take no other action except trying to regain his equilibrium in the water. This is a DEX save with a -10 to the roll. On a successful roll, the character is treading water and ceases drowning. On a failed roll, he must roll again next round with an increasing modifier of -10 each time. Once the roll penalty is so great that the character cannot possibly succeed, he may roll once more, unmodified, his LUC. If this roll fails, he begins sinking. If it succeeds, he regains his equilibrium, but must roll a DEX save -10 every round to maintain. A drowning character suffers 1D10 points of temporary damage with every failed roll. A sinking character suffers 2dD0 pts of damage every round.
- Entangling: A character who is in danger of being entangled by a web, whip, net, bola, or other such must roll a DEX save to avoid it. If this fails, he is entangled. He may do nothing else but attempt to escape. If he has a weapon or similar device that can sever the entangler, he may roll a DEX save to escape. Otherwise, he must rely on brute strength, rolling a STR save. Every failed save of either kind makes successive saves more difficult by -10.
- Evil Twins: Whether the result of a transporter accident, a Romulan cloning facility, or the Mirror Universe, *Star Trek* characters seem destined to encounter themselves, only villainous. Transporter duplicates possess all of a character's abilities, but only half his LUC. If he has been split it two, each half has half the LCK and possibly half the CHA. Transporter duplicates have the same personality as their original at the time. If the original is split in two, then the personalities often reflect sides of the original's own. The Mirror Universe is a dark and immoral version of our own. Characters in it are darker, more savage versions of their original. They have a -10 to INT, -20 to CHA, and -20 LCK. However, they have a +25 to all combat skills. They also frequently have extra combat skills, especially Person Combat, Armed. Many will also have the Interrogation skill.
- Exposure: A character can survive unprotected in extremes of cold or heat for END/10 hours before he begins to suffer. Thereafter, he must roll his MAX OP END every hour or suffer 1D10 temporary damage. Each failed save adds -10 to successive rolls. Failed saves that result in a 00 or higher cause an additional 1D5 damage. Once a character runs out of temporary damage, he suffers lethal damage, wasting away. Vulcans, and other races originating on desert worlds, do not suffer exposure from heat. Andorians, and other races originating on frozen worlds, do not suffer from cold.
- Falling: A character suffers 1D10 pts of damage for every 3 meters he falls. If falling within reach of a vertical surface, he can make a STR save to grab the side enough to slow himself down, thereby taking 1D10 less damage. A LUC save is allowed to reduce damage by 1D10.

- **Fire, Lava, or Plasma:** A small fire, such as a torch, causes 1D10 damage per round of contact. A large fire, such as a campfire, causes 2D10 damage per round. An inferno, such as a burning house or burning forest, causes 4D10 damage per round. Lava adds +10 to each of these damage levels. Plasma adds +20 to each of these damage levels. A character must roll a LCK save to avoid flammable objects from bursting into flames. A LCK save is allowed to reduce damage by 1D10.
- **Genetic Alteration:** Characters in Star Trek are always finding ways to be genetically altered. Whether they are devolved, mutated, augmented, or evolved, they face challenges. Usually the affected crewmember has only a limited time to be restored to his normal genetic make-up before the transformation is complete. The actual specifics of what the crewmember is transforming into is up to the GM, depending upon his campaign's needs. To undo a genetic alteration, the doctor needs to make a skill roll against the average of his General Medicine and Genetics skills. This roll can be penalized by -10 per day the character has been transformed.
- **Grappling:** A character who is engaged in Unarmed Personal Combat is not simply limited to punches and kicks. He may grab hold of his target. The target gets a skill roll to avoid the grab. If he fails, he is grappled. He can perform no action other than attempting to escape by rolling a STR save. A grappled character can be choked, causing suffocation damage (as described below); he can be simply held and prevented from moving or acting; he can be thrown prone to the ground for 1D10 points of temporary damage (unless thrown over a ledge or onto a sharp surface); or he can be simply harmed, taking normal punching damage.
- **Gravity:** Gravity makes things seem heavier or light. Decrease a character's STR and DEX by 10 points per G above Earth normal. Increase a character's STR and DEX by 10 points per G below Earth normal. In heavy gravity, a character must make a MAX OP END save to move and act over time or suffer 1D10 temporary damage due to exhaustion and strain. In light gravity, a character must make a DEX save when performing any swift action or lose control. In heavy gravity, add 1D10 points of damage per G above Earth normal to falling damage. In light gravity, reduce fall damage by 1D10 of damage per G below Earth normal.
- **Hallucinations:** Hallucinogens can be found in a variety of ways- spores, drugs, contact with skin, exotic radiations, even strange atmospheres. When dealing with a hallucinogen, the character must make an END save every minute or with each contact or become affected. While affected, the character behaves erratically and irrationally, suffering a -1D10 per failed save to CHA and INT. This also affects skill rolls as the GM decides appropriate. A LUC save may be made each round to gain a moment of clarity, but only medical treatment and removal from exposure can end the effects.
- **Illusions:** Illusions are created psychically. A character can attempt to see through an illusion by rolling a PSI save. Damage caused by illusions cause temporary damage, but the affected target does not know this unless he makes a LUC save. Failing that save, a character loses temporary damage until he is at 0 CURR OP END. At that point, he must make an END save or suffer massive shock, suffering 1D10 normal damage and falling unconscious for 1D10 hours. Some psychic races, such as the Talosians, possess perfect illusions. Like holograms without safety protocols, these are real and do real damage.
- **Intoxication:** A character who is intoxicated suffers a -10 to his DEX and all related skills. He also has access to only half his APs. This affects his initiative roll if using that optional rule.
- **Hunger/Thirst:** A character can go 1 day without water and END/20 days without food before he begins to suffer. Thereafter, he must roll his MAX OP END every day or suffer 2D10 points of temporary damage for each effect. Each failed save adds -10 to successive rolls. Failed saves that result in a 90 or higher cause an additional 1D10 points of normal damage. Once a character runs out of temporary damage, he suffers lethal damage, wasting away.
- **Klingon Battle Rage:** When a Klingon gets involved in Personal Combat, he stands the chance of losing control and giving into a kind of berserker rage. Every round, the Klingon must make an INT save. Every round after the first this save suffers a +5 to the roll. If the save fails the Klingon goes berserk. He gains a +10 to his STR, END, and DEX and suffers a -10 to his INT, CHA, and LCK. He will not come out of this rage until he is rendered unconscious or dead; or his opponent is dead. While raged, the Klingon does not suffer temporary damage due to the strain and exhaustion of Personal Combat.
- **Mind Control and Possession:** Sometimes a being possesses the ability to control the mind of another sentient creature, either through mental commands (as the Platonians used in "Plato's Stepchildren"), consciousness switching (used by Sargon, Thalassa, and Henoah in "Return to Tomorrow"), or possession (like Redjac in "Wolf in the Fold"). This is a PSI roll for the attacking psychic, modified as indicated in the expanded psionics modifiers. In the series, breaking free of the control almost always required cleverness and planning. The individual's will had no effect. However, in the game that is probably best used infrequently and only as a plot device. Otherwise, the character gets to roll half his PSI, or his full PSI if he is a psychic, once per day to break free of the invading control. Once he is free, the invading presence has a harder time retaking control. The character gains a +25 to resist the control.

Omnipotent Beings: The *Star Trek* Universe is filled with beings who possess the powers of a god- whether it's Trelane, the Metrons, the Organians, Q, the Douwd, the Prophets, or some other, these life forms cause no end of trouble to Starfleet officers. Each one should be treated carefully. At no point did any of the omnipotent beings feel the need to resort to violence. They relied on tests of honor and intelligence instead. The GM should be careful when using such beings in his game.

- **Poison:** Poisons are another health hazard that may be encountered while exploring the planet of the final frontier, and characters and medical personnel must be prepared to deal with them. Unlike disease damage, poison damage can usually be treated with first aid methods to some extent (induction of vomiting for some oral poisons, dilution of others, drawing out poison from bites by mouth or suction device, etc.). It is better to treat poisonings with specific methods where possible, however. In this game, there are three basic types of poisons. Simple poisons are fast acting and leave little (if any) residual effect. They do 1D10 to 5D10 points of damage with such damage subtracted from MAX OP END only once. Complex poisons are also fast acting, but their effects tend to last longer. A complex poison should do less damage at one shot than a simple poison- 1D10/2 to 2D10 points of damage. This is subtracted from MAX OP END as well, but is subtracted 1D10 times at intervals of 1D10 minutes between attacks until the poison is neutralized or all attacks are finished.

A Specific poison affects one or more attributes, other than MAX OP END, leaving the rest alone. They may be of either simple (doing damage once) or complex (doing damage several times in multiple attacks) type. Specific poisons may affect a character's STR, DEX, INT, or any combination of these. If a character's STR or DEX is reduced to zero in this manner, that character may perform no useful action at all (even standing up). If INT is reduced to zero, no action may be undertaken, nor can the character communicate in more than a few slurred mumbles. A poison that reduces INT may or may not have permanent effect, according to the GM's intent. STR- and DEX-reducing poisons never have permanent effect.

Poisons can be encountered in various ways. They may be ingested with food or drink (or as food or drink, if a character nibbles the wrong kind of leaf on an unknown world.) They may be breathed in (like poison gas or spores), or taken in by touch (like poison ivy irritant) or injection (such as the bite of a poisonous animal). It is up to GM to determine how successful first aid will be on a poisoned person, depending on the type of first aid administered by personnel on the scene. A character reduced to MAX OP END of 0 or less by poison may yet be saved either by quick administration of an appropriate poison antidote or by application of relevant first aid, as for wounds.

Antitoxins and antidotes may halt and/or cure damage done to a character by poisons. Some antitoxins and antidotes work against poisons introduced into the game. In some cases, a specific antidote may only work part of the time (a percentage chance, determined by the GM). An antidote for a simple poison will restore all or part of the damage done by that poison. This would be the same for either ordinary or specific poisons. Antidotes for complex poisons usually halt any further damage, and may also restore part of the damage already done. Assuming a character survives, damage done to MAX OP END will heal normally.

- **Psychic Feedback:** Using telepathy on vastly superior or bizarrely alien minds can cause psychic feedback. The character must roll a PSI save or suffer 1D10 points of temporary damage and be stunned for 1D5 minutes. A save roll of 00 indicates the damage is not temporary, but lethal. At the GM's discretion, the character may also need to roll a DEX save or be thrown 1D10 feet back from the point of contact.
- **Radiation:** Exposure to dangerous radiation causes 1D10 points of temporary damage per round. At seriously high levels, it also causes sickness, such as cancer (see diseases, above). At deadly levels, it causes 1D10 points of damage per round directly to a character's END score. In *Star*
- *Trek*, not all radiation is simply lethal. Some exotic types of radiation affect attributes other than END. A MAX OP END save is allowed to reduce damage by half.
- **Shape Shifting:** There are many examples of shape shifters in the *Star Trek* universe. Some, like the allasomorph and M-113 creature, shape change through means of a psychic transformation. Most, however, experience a physical transformation- Founders and Chameloids fall into this latter category. A psychic transformation is easy to assume and maintain. It requires only a PSI roll to change and can be maintained as long as desired. A physical transformation is a bit more taxing. It requires a STR roll to assume a new form and a MAX OP END roll each day to maintain the form.
- **Sleeplessness:** A character can operate for a number of hours equal to half his END without much more than irritability. After that time, he must make a MAX OP END save every hour to fight off sleep. Each failed save causes 1D10 temporary damage and the loss of 1 AP due to fatigue. Once the character's CURR OP END drops below his INACT SAVE, he falls asleep for 1D10 hours or until roused. He must make a MAX OP END save to rouse himself. While a character requires sleep, he does not recover heal Fatigue. Vulcans are able to meditate instead of sleep. They can meditate for 4 hours to alleviate the need for sleep. If they cannot even meditate, they may make their saves against his END instead of his MAX OP END and he only falls asleep once he CURR OP END drops below his UNC THRESH. Klingons and Romulans are also resistant to fatigue. They may make their saves against END instead of his MAX

OP END and only falls asleep once their CURR OP END drops below their UNC THRESH. Denobulans require virtually no sleep at all. They do not suffer fatigue for the loss of sleep. However, 5 to 6 days per year, a Denobulan must hibernate. While hibernating, a Denobulan is extremely difficult to rouse. He makes his to-rouse save with half his END. Even then, he behaves in a half-asleep fashion. While in this state, he suffers a -25 to all skill rolls.

- Suffocating: A character can hold his breath for a number of seconds equal to his END x2. Each round thereafter that he cannot breathe, he must make an MAX OP END save. On a successful roll, the character takes no damage and can continue to struggle to find a way to breathe. On a failed roll, he suffers 2D10 points of damage. As long as he does not die, when he is exposed to air again, he may make a LUC save. If this is successful, then all the suffocating damage he had suffered becomes temporary damage.
- Telekinesis: Some psychic races possess the ability to move objects with their minds alone. Treat their PSI as STR for lifting weights. Treat their PSI as DEX to average it into attack skills using telekinetic force. Modify the rolls as seen in the expanded PSI modifiers.
- Underwater Pressure: Visibility is affected underwater, as indicated below. Exposure is a problem too, as depths are barely over freezing. Pressure increases as one descends underwater. It increases (roughly) by 1 atmosphere every 10 meters. Every increase causes 1D10 points of temporary damage every minute every atmosphere. Thus, at 40 meters underwater, an unprotected character suffers 3D10 Points of temporary damage per minute. Beyond 40 meters (the safe recreational level), a character suffers 1D4+1 points of damage per minute if not protected. The current record depth is about 330 meters, even with protection. The typical depth of Earth's oceans is about 5 km. A good case of the bends causes immediate unconsciousness and 4D10 damage. A LUC save is allowed to reduce damage by 1D10. Vacuum: In the vacuum of space an unprotected character has only a few seconds to survive. Every round (10 seconds) a character suffers 1D10 points of temporary damage. Beyond 90 seconds, the damage becomes 1D10 points of normal damage per round. In addition, it causes permanent damage- a character must roll a MAX OP END save every round or suffer damage that even the Federation's medical technology cannot heal. Every failed save reduces STR, END, or DEX by 1D10.
- Visibility: A character's visibility is affected by his environment. He cannot use ranged weapons without clear visibility. Some races, like Suliban, can either see in the dark naturally. These races do not suffer any visibility reduction listed for night time. Other races, like Andorians, possess extra senses that reduce their dependency upon sight. Increase their reduced visibility ranges by 15m.

Clear To horizon; able to discern human-sized objects at 1 mile and individuals at 300m

Moonlit Night, Underwater 65m

Cloudy/Moonless Night, Deep Underwater 5m

Light Precipitation Reduce light sources by 1/3

Heavy Precipitation Reduces light sources by 2/3, Daylight visibility cut in half

Blizzard or Monsoon 15m in daylight, 3m at night, light sources useless

Light Fog 100m in daylight, 15m at night

Heavy Fog 30m in daylight, 8m at night

Dense Fog 2m

Light Forest 100m

Full Forest 30m

Dense Forest 15m

Dense Jungle 3m

- Vulcan Emotional Disorders: Vulcans occasionally suffer from ailments that cause their emotions to run rampant. This can happen for a variety of reasons- plant spores, exotic radiation, psychic diseases, *pon farr*, among others. When dealing with a disorder, the Vulcan must make a PSI save or become affected. While affected, the Vulcan grows increasingly erratic and irrational, suffering a -1D5 per failed save to CHA, INT, and PSI. As these attributes decrease, the Vulcan's STR and DEX increases- he is growing more primitive. This also affects skill rolls as the GM decides appropriate. A LCK save may be made each round to gain a moment of clarity, but only medical treatment and removal from exposure can end the effects.

- Zero-G: Without gravity a character must roll his Zero-G Operations skill any time he attempts to perform any physical action. Halve this skill roll if engaging in uncontrolled physical activity, such as firing projectile weapons or fighting in personal combat. A failed roll means that the character flails out of control and automatically fails at whatever action he was attempting. He must also make a LUC save or be flung 1D10 meters in a random direction. If he collides with a surface, he takes damage as if falling (see above).

COMPILED WEAPON STATS & NEW WEAPONS

<i>Melee & Projectile Weapons</i>	<i>Damage</i>
<i>Dagger or Knife</i>	2D10
<i>Sapp</i>	Unconscious
<i>Melee Weapons</i>	<i>Damage</i>
<i>Spear</i>	3D10
<i>Club or Staff</i>	2D10
<i>Mace, Flail, Axe, or Pick</i>	4D10+10
<i>Sword or Rapier</i>	4D10
<i>Two-Handed Weapon</i>	5D10
<i>Pole Weapon</i>	4D10+5
<i>Vulcan Lirpaclub</i>	blunt end 4D10, edged end 4D10
<i>Vulcan Ahn-woon</i>	strangulation per suffocation rules, whip 1D10+5
<i>Klingon D’k tahg</i>	2D10+2
<i>Klingon Mek’leth</i>	4D10

<i>Melee Weapons</i>	<i>Damage</i>
<i>Klingon Bat’leth</i>	4D10+10
<i>Andorian Ushaan-tor</i>	3D10
<i>Andorian Chaka</i>	2D10+10

<i>Powered Melee Weapons</i>	<i>Damage</i>	<i>Ammo</i>	<i>Drain</i>
<i>Electric Sword</i>	50 temp	20	2
<i>Sonic Knife</i>	4D10	20	1
<i>Sonic Sword</i>	5D10	20	2
<i>Stunclub or Stun Baton</i>	40 temp	20	2
<i>Vibroknife</i>	3D10	20	1

<i>Projectile Weapons</i>	<i>Damage</i>	<i>Ammo</i>
<i>Bola</i>	2D10 +entangle	1
<i>Dagger or Knife</i>	2D10	1

Projectile Weapons	Damage	Ammo
Sling	1D10	1
Spear or Javelin	3D10	1
Capellan Kligat	3D10+5	1
Bow	4D10	1
Crossbow	4D10+3	1
Crossbow, Repeating	4D10+3	10
Black Powder Pistol	2D10	1
Black Powder Rifle	2D10	1
Revolver	4D10	6
Pistol	4D10	8-10
Carbine	4D10+10	10
Rifle	4D10+5	30
HighPowered Rifle	4D10+15	5
Assault Rifle	4D10+10	20
Shotgun	4D10+10	2
Submachine Gun	4D10+20	32
Machine Gun	4D10+30	50-100
Needler Pistol*	4D10	10
Needler Rifle*	4D10+5	10
Gyrojet Pistol**	5D10	10
Gyrojet Rifle**	5D10	10
Rail Gun Pistol**	6d10	25
Rail Gun Rifle**	6d10+5	100

**can be used to deliver drugs & toxins*

***can be used in zero gravity without causing momentum*

Projectile Weapon Range

Weapon	Short (+/-0)	Medium (+15)	Long (+30)	Extreme (+45)
Bola	15m	30m	45m	60m
Dagger or Knife	15m	30m	45m	60m
Sling	15m	30m	45m	60m
Spear or Javelin	15m	30m	60m	100m
Capellan Kligat	5m	20m	50m	100m

Weapon	Short (+/-0)	Medium (+15)	Long (+30)	Extreme (+45)
Bow	60m	180m	390m	570m
Crossbow	36m	105m	180m	270m
Black Powder Pistol	15m	30m	60m	100m
Black Powder Rifle	10m	20m	50m	100m
Semi-Automatic Pistol	30m	75m	120m	225m
Automatic Pistol	30m	75m	120m	225m
Carbine	45m	150m	300m	510m
Rifle	90m	300m	600m	900m
High Powered Rifle	150m	450m	900m	1500m
Shotgun	30m	75m	150m	300m
Submachine Gun	45m	135m	240m	360m
Assault Rifle	90m	300m	600m	900m
Machine Gun	300m	600m	900m	1500m
Needler Pistol	10m	20m	40m	100m
Needler Rifle	20m	40m	75m	150m
Gyrojet Pistol	5m	50m	100m	150m
Gyrojet Rifle	5m	75m	150m	300m
Rail Gun Pistol	300m	600m	1200m	1800m
Rail Gun Rifle	400m	800m	1600m	2400m

Disruptors & Other Energy Weapons

Phasers Damage & Drain	Damage	Graze	Ammo	Drain
TNG Hand Disruptor, Mark IV	80	30	80	2
Stun Setting	40 temp	20 temp	80	1
TNG Disruptor, Mark IV	80	30	90	2
Stun Setting	40 temp	20 temp	90	1
TNG Phaser, Mark III	60	20	60	2
Stun Setting	40 temp	20 temp	60	1
TNG Phaser, Mark IV	80	30	80	2
Stun Setting	60 temp	40 temp	80	1
TNG Phase Compression Rifle	100	40	100	2
Stun Setting	80 temp	30 temp	100	1
Starfleet Hand Laser	80	20	20	1
Starfleet Laser Rifle	80	20	40	1

<i>Phasers Damage & Drain</i>	<i>Damage</i>	<i>Graze</i>	<i>Ammo</i>	<i>Drain</i>
<i>Gorn Blaster, Mark I</i>	50	20	25	1
<i>Gorn Blaster, Mark II</i>	80	30	25	1
<i>Gorn Sonic Stunner</i>	150 temp	20 temp	30	2
<i>Ferengi Plasma Phaser</i>	75	25	20	2
<i>Ferengi Energy Whip</i>	-	-	45	-
<i>heavy stun</i>	140 temp	40 temp	-	3
<i>disrupt</i>	175	75	-	2
<i>Cardassian Phase-Disruptor</i>	80	30	60	2
<i>Stun Setting</i>	40 temp	20 temp	60	1

<i>Phasers Damage & Drain</i>	<i>Damage</i>	<i>Graze</i>	<i>Ammo</i>	<i>Drain</i>
<i>Cardassian Phase-Disruptor Rifle</i>	80	35	80	1
<i>Stun Setting</i>	40 temp	20 temp	80	1
<i>Plasma Pistol</i>	40	15	6	1
<i>Plasma Rifle</i>	50	20	10	1
<i>Police Stunner or Kzinti Stunner</i>	75 temp	25 temp	20	1

**Overload Damage is 4x the normal damage.*

<i>Energy Weapon Ranges</i>	<i>Short (+/-0)</i>	<i>Medium (+15)</i>	<i>Long (+30)</i>	<i>Extreme (+45)</i>
<i>TNG Hand Disruptor, Mark IV</i>	5m	20m	50m	100m
<i>TNG Disruptor, Mark IV</i>	5m	30m	60m	120m
<i>TNG Phaser III</i>	5m	20m	50m	120m
<i>TNG Phaser IV</i>	5m	30m	60m	180m
<i>TNG Phaser Compression Rifle</i>	5m	40m	120m	240m
<i>Starfleet Hand Laser</i>	5m	10m	25m	50m
<i>Starfleet Laser Rifle</i>	10m	50m	150m	300m
<i>Gorn Blaster, Mark I</i>	5m	10m	25m	40m
<i>Gorn Blaster, Mark II</i>	6m	12m	30m	50m
<i>Gorn Sonic Stunner</i>	10m	20m	40m	80m
<i>Ferengi Plasma Phaser</i>	5m	10m	25m	40m
<i>Ferengi Energy Whip</i>	5m	10m	20m	30m
<i>Cardassian Phase-Disruptor</i>	5m	20m	50m	100m
<i>Cardassian Phase-Disruptor Rifle</i>	5m	40m	80m	150m
<i>Plasma Pistol</i>	4m	15m	40m	65m

Energy Weapon Ranges	Short (+/-0)	Medium (+15)	Long (+30)	Extreme (+45)
Plasma Rifle	5m	20m	60m	90m
Police Stunner	15m	36m	90m	150m

**lasers lose 10 pts of damage at each range beyond Short (-10 at Medium, -20 at Long, and -30 at Extreme)*

***Point Blank Range is anything under 5 meters.*


****Overload Range of any weapon is its medium range.*


Starfleet Marine Taskforce Alpha4760

(This is only information for game play only, it does not represent Tactical Ship Combat. It allows character to have a greater mental picture of where they are when it comes to Roleplaying their location about a ship.)

Total: 50 Ships

Explorers


GALAXY CLASS STARSHIP (MARK III)]	
	Number of Ships: 1
	Type: Tactical Explorer
	Commissioned: 2381-PRES
	Production: 6 per year
	Mass: 4,948,000 tons
	Crew: 1,250 Troops: 750
	Propulsion: One Cochrane warp core feeding two warp nacelles; five subatomic unified energy impulse engines Two additional warp nacelles located embedded in the saucer, extrude from hull in separation mode standard maneuvering thrusters One Quantum Slipstream Drive
	Armament: 12 x Type XIV Phaser arrays 5 x type 3 burst fire photon torpedo tubes + 500 torpedoes. 150 quantum torpedoes Four Antimatter spread emitter, 1 Dorsal Type XVI Phaser Cannon 3 Class I rapid-fire pulse Phaser emitters
	Defense Systems: Regenerative dual-layer shielding system

		Standard Duranium/Tritanium double hull plus 9.0 cm Ablative Armor. High level Structural Integrity Field
	Warp Capabilities:	Normal Cruise : Warp Factor 9.7 Maximum Cruise : Warp Factor 9.9 Maximum Rated : Warp Factor 9.999 for twelve hours
	Expected Hull Life:	150 years
	Refit Cycle:	Minor : 1 year Standard : 5 years Major : 20 years
	Dimensions:	Length : 659 m Beam : 500 m Height : 145 m Decks : 44
	Shuttle Compliment:	shuttle bays: 5 shuttles: 2 Type-9 Personnel Shuttles, 2 Type 14 Cargo Shuttles, 2 Type-10 Shuttles, 6 Type-11 Personnel Shuttles Fighters: 2 Valkyrie Class Squadrons runabouts: 2 Arrow Class Runabouts, 2 Mustang Class Assault Runabouts One Type-S Captain's Yacht

Deck Layout

1	Main Bridge, captain's ready room, conference lounge, cloaking device, temporal sensor array [subdeck]—Bridge module ejection systems, emergency computer and environmental systems, cloaking device maintenance and access	22	Torpedo magazine, EPS monitoring, crew support facilities
2	Junior officers' quarters, crew lounges, pulse Phaser EPS taps, cloaking device subsystems	23	Torpedo magazine
3	Crew quarters, guest quarters, shuttle control booth, departure lounge, shuttlecraft subsystems	24	Torpedo magazine, crew lounges nacelle—Control room upper level (P/S)
4	Main Shuttlebay, shuttlecraft storage and service, crew quarters, cargo bays, Phaser practice range	25	Docking ports, forward torpedo launcher, torpedo magazine nacelle—Nacelle control room (P/S)
5	Crew quarters, senior staff quarters, shuttlecraft hangar, mass	26	Deuterium tanks, shuttlecraft subsystems

	transporters, computer core systems		
6	Transporter rooms one through four, environmental systems	27	Deuterium tanks, Shuttlebay two
7	Environmental systems, transporter support	28	Deuterium tanks, shuttlecraft hangar
8	Crew quarters including captain's quarters, guest quarters, crew lounges, science labs, Stellar Cartography, Astrometrics, Battle Bridge, ready room, conference room	29	Deuterium tanks nacelle—Docking ports, nacelle crew lounge (P/S)
9	Crew quarters, guest quarters, umbilical connects, computer core systems, RCS thrusters, impulse engine subsystems, lateral sensor arrays, Umbilical connects, docking latches, brig	30	Deuterium injectors, warp core endcaps, Phaser cannon warp core power taps
10	Ten-Forward Lounge, crew support systems, computer core access, photon torpedo magazines, holodecks, saucer impulse engines, RCS thrusters, Life support, engineering subsystems, lateral sensor array	31	Science labs, crew quarters
11	Holodecks, temporal investigations, saucer torpedo launcher, computer subsystems, swimming pool, Science labs, contingency accommodations	32	Crew quarters
12	Medical complex, sickbay wards one and two, medlabs, surgical suites, gymnasium, cetacean lab, Auxiliary deuterium tanks, primary gangway	33	Engineering systems, stardrive computer core systems
13	Cargo bays, life support systems, crew support, brig, Impulse engine subsystems, Main impulse engines, transporter rooms 5-6	34	Structural systems, stardrive computer core systems, photon torpedo magazine
14	Cargo bays, crew lounges, saucer deflector array	35	Aft torpedo launcher, photon torpedo magazine, sensor array subsystems, main deflector subsystems
15	Saucer engineering systems, deflector subsystems, extendable docking ports, cargo loading doors, Science department, Phaser cannon maintenance, engineering support	36	Main Engineering, pylon structural systems, power transfer conduits, main deflector access, lateral sensor arrays, RCS thrusters
16	Cargo systems, Phaser cannon connects, environmental support, Contingency crew quarters, science labs, Phaser cannon connects and power taps	37	Waste management, tactical shuttle high bay, cargo, mass transporters
17	Phaser cannon emitter array, Phaser cannon fusion reactors, Contingency crew quarters, science labs	38	Ventral cargo loading doors, tactical shuttle high bay, cargo bays, brig
18	Phaser cannon exhaust systems, Contingency crew quarters, sickbay ward three	39	Tactical shuttlecraft bay, security, brig
19	Contingency crew quarters	40	Antimatter containment, engineering support
20	Contingency crew quarters, EPS systems/distribution	41	Antimatter containment
21	Engineering labs, crew lounges	42	Antimatter containment, antimatter generators, antimatter injectors

JUPITER CLASS STARSHIP		
		Number of Ships: 3
	Type:	Heavy Explorer
	Commissioned:	2372-PRES
	Production:	3 per year
	Mass:	6,500,000 tons
	Crew:	1700
		Troops: 240
	Propulsion:	One cochrane warp core feeding four warp nacelles; two subatomic unified energy impulse engines, One Quantum Slipstream Drive
	Armament:	15 x Type XII phaser arrays, total output 85,000 TeraWatts 1 x Rapid fire quantum torpedo turret + 600 torpedoes, 900 Quantum Torpedoes, 200 photons, and 12 tri cobalt devices 2 Type U/D rapid-fire phasers and disrupters 6 Type XV Multifire Phaser Strips 1 forward mounted Phaser 'Cannon'
	Defense Systems:	Auto modulated shield system, total capacity 4,590,000 TeraJoules Heavy Duranium/Tritanium double hull plus 10 cm Ablative armor. High level Structural Integrity Field Upgraded, double-layered shields. Ablative Armor Matrix
	Warp Capabilities:	Normal Cruise : Warp Factor 8 Maximum Cruise : Warp Factor 9.9 Maximum Rated : Warp 9.99 (For 19 hours)
	Expected Hull Life:	120 years
	Refit Cycle:	Minor : 3 year Standard : 5 year Major : 25 year
	Dimensions:	Length : 880 m Beam : 350 m Height : 172 m Decks : 52
	Shuttle Compliment:	Captain's Yacht 3 Type-7 Personnel Shuttles 3 Type-8 Personnel Shuttles 6 Type-9 Personnel Shuttles 9 Type-10 Cargo Shuttles

		1 Mission Scout 3 Arrow-Class Runabouts 12-Valkyrie Class Fighters
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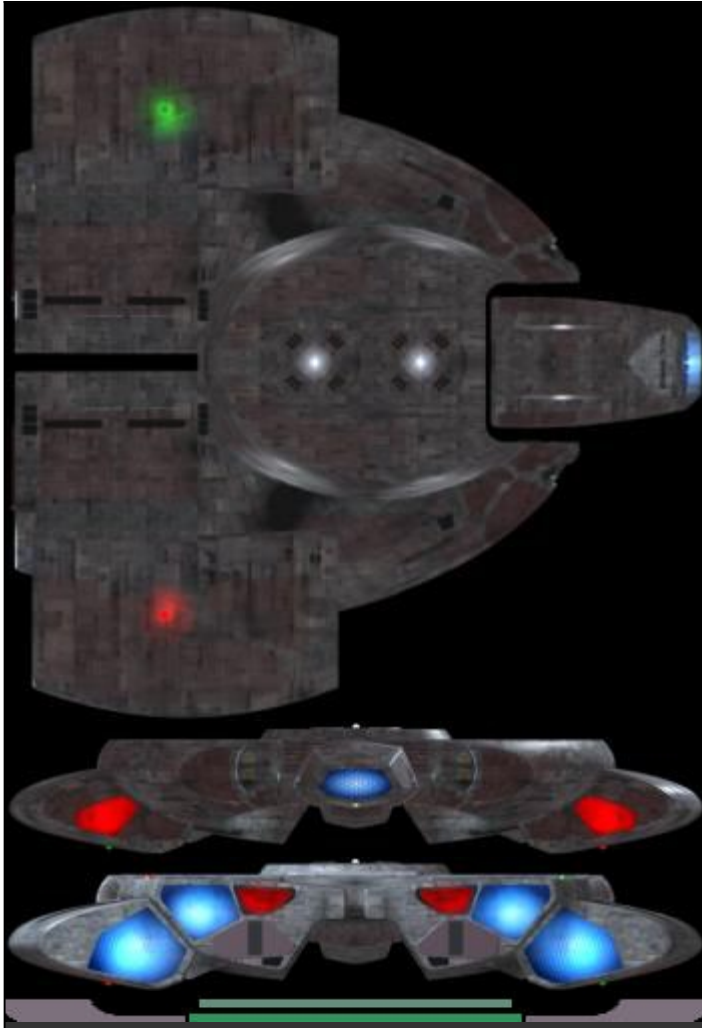
Deck Layout			
1	Main Bridge, Captain's Ready Room, Observation Lounge	27	Crew Quarters
2	Captain's Quarters, Senior Officer Quarters	28	Marine Troop Quarters . Transporter Rooms 3 4 & 5
3	Officer Quarters, Holodecks	29	Crew Quarters, Industrial Replicators
4	Officer Quarters, Springball and Volleyball courts	30	Living Quarters,
5	Officer Quarters, Crew Lounges	31	Crew Quarters, Cargo Bays
6	Officer Quarters , Ship's Library	32	Shuttle Bay 2 , Torpedo Bay 2 Control & Storage, Captain's Yacht Dock Port
7	Tactical Office, Crew Quarters	33	Crew Quarters, Cargo Bays
8	Stellar Cartography, Science Labs , Maintenance	34	Shuttle Bay 3, Cargo Bays , Cargo Transporters 1-5
9	Crew Quarters, Crew Lounges	35	Crew Quarters, Cargo Bays
10	Science Labs, Living Quarters	36	Cargo Bays , Crew Quarters
11	Counseling Offices, Crew Quarters, Cargo Bays	37	matter storage pods, upper core injection assembly
12	Transporter Rooms ,Conference Rooms	38	Upper Engineering Support Area
13	Operations Center, Crew Quarters	39	Main Engineering, Cargo Transporter 9
14	Crew Quarters Junior Officers Quarters, VIP/Guest Quarters	40	Main Engineering
15	Maintenance and Crew Quarters	41	Main Engineering, Ship's Quartermaster's Office
16	Crew Quarters Primary Computer Core	42	Deuterium Storage, Deflector Control
17	Separation plane, engineering auxiliaries and interconnect systems	43	Lower Level Torpedo Bay Control, Dorsal Docking Port,
18	Battle Bridge, auxiliary control	44	Deuterium Fill Ports and Storage , Engineering Support
19	Crew Quarters, Main Impulse Engines	45	Parts Storage, Secondary Computer Core,
20	Main Lounge (Cantina), Arboretum, Docking Clamps,	46	Antimatter Storage Pods , Environmental Control
21	Crew Quarters, Main Shuttlebay	47	Antimatter Injection Reactors, Viewing Lounges, Cargo Bays
22	Holodecks 4-6, Recreational Facilities	48	Antimatter Storage Pods, Engineering Support Labs
23	Medical Laboratories, Gymnasium	49	Emergency Batteries, Secondary Antimatter & Deuterium storage
24	Sickbay, Medical Laboratories	50	Transporter Rooms 6 and 7, Cargo Transporters 6-8
25	Crew Quarters	51	Life Support Systems Shuttle Bay 3, Auxiliary Craft Construction & Maintenance
26	Environmental Control and Life Support	52	Security, Brig, Armory, cargo bays, Waste Management, Tractor Beam Control

Escorts/Scouts

AVENGER CLASS STARSHIP



	Number of Ships: 4
Type:	Heavy Escort
Commissioned:	2377
Production:	4 per year
Mass:	150,000 tons
Crew:	120
Propulsion:	One cochrane warp core feeding two warp nacelles; one subatomic unified energy impulse engine, One Quantum Slipstream Drive
Armament:	4 x Class I rapid fire phaser pulse cannon 4 x Type X Phaser bank 2 x Pulse fire Quantum/Photon torpedo tubes + 150 torpedoes 2 x Probe / Photon torpedo launcher equivalent to standard photon torpedo tube + 20 torpedoes
Defense Systems:	Auto modulated high capacity shield system Heavy Duranium/Tritanium double hull plus 20 cm Ablative armor High level Structural Integrity Field
Warp Capabilities:	Normal Cruise : Warp Factor 7 Maximum Cruise : Warp Factor 8.9 Maximum Rated : Warp Factor 9.9 for twelve hours
Hull Life:	50 years
Refit Cycle:	Minor : 1 year Standard : 5 years Major : 10 years
Dimensions:	Length : 200 m Beam : 120 m Height : 50 m Decks : 7 including nacelle sub decks
Shuttle Compliment:	3 Type 10 Shuttles
	Specialized equipment: HCC, (Holographic Command Centre) The HCC, located on Gamma and delta section of the ship is a system similar to the Holodeck and Astrogation Lab; however both systems have



been joined. The duty Command crew can observe the situation they find themselves in from a 3D perspective: they can actually appear to walk through space and look upon unknown ships or spatial events or control Multiple vessels. The original system was tried out on the USS Fortitude and has been tried on other vessels, the system is currently inversion 4.1.0 showing its success.

Cluster-Core Network (C-Core) Designed by the Horvauk, DSI found this design very similar in concept to their own DRuM-Core systems but with certain differences. Using their previous experience with DRuM-Core, DSI was able to refine the C-Core System, thereby removing a number of flaws or problems discovered in the Horvauk design. This system does away with the immense computer cores backed up by hundreds of redundant coprocessors, replacing it with a series of 150 somewhat smaller core clusters. In the design, each individual unit is divided into a cluster of four smaller cores. It has the benefit of continued dual-redundancy, but with the flexibility of 7 semi-autonomous dedicated pairs for various functions throughout the vessel, and a bare minimum of 150 co-processor backups.


Should one of the smaller cores within a cluster fail, the workload of that core is then redistributed among the other three. The bio-neural technology in each coprocessor permits conservative estimates of 22% increase in overall processing speed. The C-Core project was first initiated by the Horvauk to be the foundation of their CC-12335 project. Refined by DSI, it creates a stable environment designed specifically for the complete interaction and interdependence of several ship-board systems and functions.

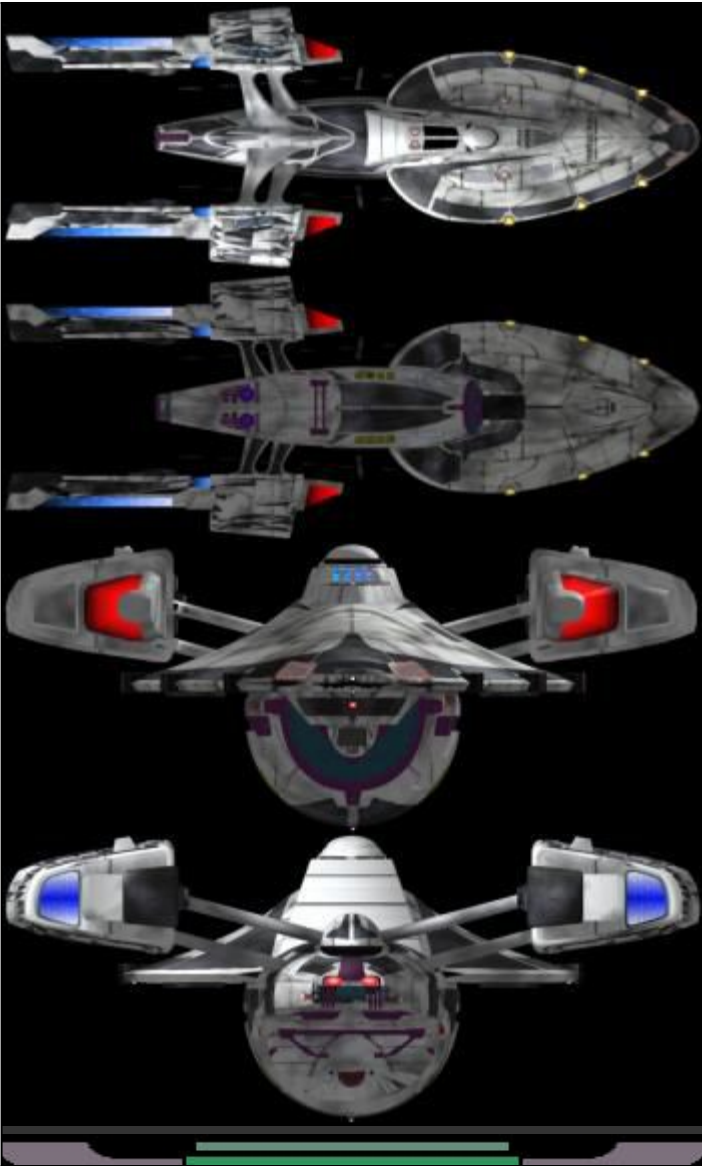
ACHILLES Tactical System The Achilles Tactical System was first introduced aboard the original USS Achilles, NX-74845. The project itself has been modified to become an part of the command and tactical systems of this class starship. It is extensive enough in itself to require exclusive use of two of the Cluster-Cores. This design provides an overall improvement of the local fire control relays as well as the central fire control system. The current model permits enough of an increase in automation to require 20% fewer personnel at current weapon-ready stations. This system is one of the key components of this class ship's network of integrated systems. 1) **Virtual Command Visor (VCV)** Adapted from the Horvauk "Command Mask," The VCV is utilized in assisting the ship or fleet CO with coordinating missions, battles, etc. Although not a necessary component ship command functions, it does serve as an alternative means of control. The visor itself is a thin strip shaped in a U so as to fit around the back of the wearer's head.

Smooth metal contacts are at the tips which are in contact with the person's temples allowing the unit to interface with the optical nerves. Other contact points tap into the auditory and tactile senses. Sensory input from the device is displayed in the form of "virtual reality" seen only by the wearer or others similarly outfitted.

		<p>The wearer may input or activate a variety of commands through voice, eye movement, or hand gesture. Uses for the devise are as follows. a.) Communication: The wearer can be in instant contact with other CO's on other ships with the device displaying a small image suspended in the air in front of the user. Only he can see it. This can also be used in contacts with away teams and even normal communications that might come through via the main viewer, a terminal, etc.</p> <p>Several transmissions may occur simultaneously. b.) TAC Info: The wearer has instant access to current tactical data on given situations as well as the ability to plot flight, firing, and combat patterns and have them immediately transmitted to the proper station or locations. c.) Virtual Viewer: In this mode while on the bridge, the wearer can activate this view for a full view of space from any direction just as if he were outside the ship.</p>
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Deck Layout	
1	Bridge, Warp Core, Transporter Room 1, Back-up Transporter, Captain's Quarters, Ready Room
2	Galley, Crew Quarters, Warp Core, Deuterium Tanks, Pulse Phaser Cannon, Computer Core, Weapons Control Room
3	Infirmary, Science Labs, Armory, Brig
4	Transporter Room 2, Warp Core, Computer Core, Crew Quarters
5	Anti-deuterium Pods, Quantum/Photon Torpedo Launchers, Engineering
6	Warp Core, Shuttlebay, Cargo Bays 3 and 4,
7	Shuttlebay, Quantum Slipstream Drive, , Pulse Phaser Cannon, Cargo Bays 1 and 2

DILIGENT CLASS STARSHIP		
		Number of Ships: 4
	Type:	High-Speed Explorer/Scout
	Commissioned:	2377-Present
	Production:	12 per year
	Mass:	700,000 tons
	Crew:	150
	Propulsion:	One cochrane warp core feeding two warp nacelles; one subatomic unified energy impulse engine, Quantum Slipstream Drive




Armament:	6 x Type XIII Phaser arrays 2 x standard photon/quantum torpedo tubes + 60 torpedoes
Defense Systems:	Regenerative Shield system Standard Duranium/Tritanium single hull. High level Structural Integrity Field
Warp Capabilities:	Normal Cruise : Warp Factor 8 Maximum Cruise : Warp Factor 9.975 Maximum Rated : Warp Factor 9.985 for 12 hours
Expected Hull Life:	150 years
Refit Cycle:	Minor : 1 year Standard : 5 years Major : 20 years
Dimensions:	Length : 500 m Beam : 143 m Height : 150 m Decks : 14
Shuttle Compliment:	shuttlebays- 1 3 type-9 shuttles 1 delta flyer-class runabout

Deck Layout

1	Captain’s Ready Room, Main Bridge, Briefing Center (port side)
2	Mess Hall, Captain's Quarters, Stellar Cartography
3	Security, Brig
4	Transporter Rooms 1 and 2, Cargo Bay 1, Two Cargo Transporters
5	Sickbay, Doctor’s Office, Main Lounge

6	Junior and Senior Officers Quarters	
7	Science Labs, Computer Core	
8	Holodecks 1 and 2, Holosuites 1-4, Junior Officers and Crew Quarters	
9	Deflector Control, Lower Level Torpedo Bay Control	
10	Upper Engineering Support Area, Shuttlebay, Cargo Bays 2 and 3	
11	Main Engineering, Warp Core	
12	Lower Engineering, Crew Quarters, Environmental Control	
13	Gym, Swimming Pool, Cargo Bays 2 and 3	
14	Secondary Power Couplings, Maintenance and Systems Support, Deuterium Storage	

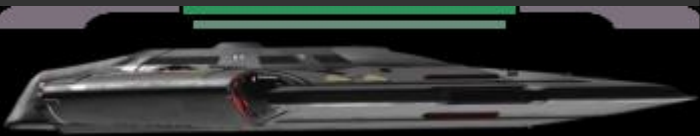
THUNDER CLASS STARSHIP

	Number of Ships: 6	
	Type:	Escort/Scout
	Commissioned:	2374-PRESENT
	Decommissioned:	N/A
	Production:	12 per year
	Mass:	120,000 tons
	Crew:	50
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines, One Quantum Slipstream Drive
	Armament:	4 x Class I rapid fire phaser pulse cannon 1 x Type X Phaser bank 3 x Pulse fire Quantum/Photon torpedo tubes + 150 torpedoes 1 x Probe / Photon torpedo launcher equivalent to standard photon torpedo tube + 20 torpedoes
	Defense Systems:	Auto modulated high capacity shield system Heavy Duranium/Tritanium double hull plus 20 cm Ablative armor. High level Structural Integrity Field
	Warp Capabilities:	Normal Cruise : Warp Factor 6 Maximum Cruise : Warp Factor 8.7 Maximum Rated : Warp Factor 9.5 for twelve hours
	Hull Life:	40 years
	Refit Cycle:	Minor : 6 months Standard : 1 year Major : 5 years

	Dimensions:	Length : 170 m Beam : 150 m Height : 20 m Decks: 5
	Shuttle Compliment:	Shuttlebays: 1 2 Type 10 Shuttles

Deck Layout


1	Bridge, Warp Core, Transporter Room 1, Back-up Transporter, Captain's Quarters, Ready Room
2	Infirmary, Crew Quarters, Warp Core, Deuterium Tanks, Pulse Phaser Cannon, Computer Core, Weapons Control Room
3	Transporter Room 2, Warp Core, Computer Core, Crew Quarters
4	Shuttlebay, Anti-deuterium Pods, Cargo Bays 3 and 4
5	Shuttlebay, Warp Core, Pulse Phaser Cannon, Cargo Bays 1 and 2

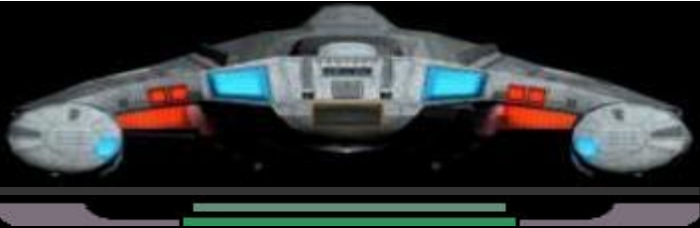
WALLACE II CLASS STARSHIP		
Number of Ships: 4		
	Type:	Escort
	Commissioned:	2394
	Mass:	120,000 tons
	Crew:	30
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines, One


		Slipstream Drive
	Armament:	4 type XIII phaser arrays 2 type IX pulse phaser banks 1 retractable quantum torpedo turret with two launchers
	Defense Systems:	high level regenerative shielding Standard Duranium/Tritanium single hull. ablative armor (8cm) high level structural integrity field
	Warp Capabilities:	Normal Cruise : Warp Factor 7 Maximum Cruise : Warp Factor 9.4 Maximum Rated : Warp Factor 9.85 for ten hours
	Expected Hull Life:	120 years
	Refit Cycle:	resupply: 6 months minor: 2 years major: 5 years
	Dimensions:	Length 120 m Width 91 m Height 21 m Decks: 3
	Shuttle Complement:	1 Type 10 Shuttle
Deck Layout		



1	Bridge, Warp Core, Transporter Room 1, Back-up Transporter, Captain's Quarters, Ready Room
2	Infirmary, Crew Quarters, Warp Core, Deuterium Tanks, Pulse Phaser Cannon, Computer Core, Weapons Control Room
3	Anti-deuterium Pods, Cargo Bays 1 and 2, Pulse Phaser Cannon, Shttlepod Bay
4	Cargo Bay 1 and 2, Shuttlepod Bay, 1 Retractable Quantum Torpedo Turret

Cruisers

ACHILLES CLASS STARSHIP		
		Number of Ships: 4
	Type:	Attack Cruiser
	Commissioned:	2374-PRESENT
	Production:	3/per year
	Mass:	850,000 tons
	Crew:	535
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines, One Slipstream Drive.
	Armament:	16 x Type XII Phaser arrays 8 Type XIV Pulse Phaser Emitters 5 x Pulse fire quantum torpedo tubes compliment: 500 quantum torpedoes 500 micro photon and quantum torpedoes
	Defense Systems:	Auto-modulated high capacity regenerative shield system Heavy Duranium/Tritanium double hull plus 18 cm Ablative armor, High level Structural Integrity Field
	Warp Capabilities:	Normal Cruise : Warp Factor 8 Maximum Cruise : Warp Factor 9.9 Maximum Rated : Not yet established; expected to be Warp 9.150+
	Hull Life:	80 years
	Refit Cycle:	Minor : 1 year Standard : 3 years Major : 12 years
	Dimensions:	Length : 612 m Beam : 1150 m Height : 150 m Decks : 12

		Shuttle Compliment: Shuttlebays: 1 1 Arrow Class runabout 2 Type 10 Shuttles 2 Type-11 Shuttles 12 Valkyrie Class Starfighters
Deck Layout		
1	Main Bridge, Ready Room, Observation Lounge, Conference Lounge	7 Crew Quarters, Crew Support, Backup facilities, transporter room
2	Shuttle Bays, Cargo Storage, Computer Support, Crew Quarters (Senior Officers)	8 Secondary/Battle Bridge, Covert Operations Center, Physical Sciences Support
3	Shuttle Bays, R&D Operations Center, Crew Support, Transporter Room	9 Life Support Systems, Computer Systems, Storage Systems, Special Transporter Room
4	Crew Quarters, Crew Support, Main Medical Facilities (Sickbay), Transporter Room, Crew Quarters, Crew Support, Operations center/relay network, Science Facilities, Computer Facilities, Crew Quarters, Saucer Engineering/Backup Engineering, Transporter Room	10 Main Engineering Upper Level, Engineering Transporter, Engineering Support, Physical Sciences Support,
5	Separation Systems, Crew Quarters, Crew Support, Battle Support, Science Support, Cargo Bays	11 Main Engineering Lower Level, Lower Level, Cargo Transporter
6	Crew Quarters, Crew Support, Life/Biological Sciences Support, Secondary Medical Facilities	12 Deuterium and Antimatter storage, Security, Brig, Armory, Transporter


MIDWAY CLASS STARSHIP		
		Number of Ships: 4
	Type:	Heavy Cruiser
	Commissioned:	2374-PRES
	Production:	6 per year
	Mass:	3,095,000 tons
	Crew:	500; 4,500 evacuation limit
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines
	Armament:	4 x Type X phaser arrays 12 x Pulse fire Photon torpedo tubes + 4000 torpedoes
	Defense Systems:	Auto-modulated high capacity regenerative shield system Standard Duranium/Tritanium double hull plus 5.4 cm high density armor Standard level Structural Integrity Field

	Warp Capabilities:	Normal Cruise : Warp Factor 7.5 Maximum Cruise : Warp Factor 9.6 Maximum Rated : Warp Factor 9.925 for twelve hours
	Hull Life:	120 years
	Refit Cycle:	Minor : 1 year Standard : 5 years Major : 20 years
	Dimensions:	Length : 564.43 m Beam : 316.67 m Height : 87.43 m Decks : 15
	Shuttle Compliment:	shuttle bays: 2 shuttles: 4 Type 8 Shuttles, 2 Type 9 shuttles, 1 type 11 shuttle, and 1 type 14 shuttle attack fighters: 12 Valkrie Class fighters runabouts: 4 Arrow Class

Deck Layout			
C	Photon torpedo bays, Sensor Array	11	Cargo bay , Hydroponics, Stellar Cartography, General accommodations, Lounge 11 (senior personnel).
B	Phaser bank 1. Torpedo Storage	12	Officers quarters, first officer's (XO) office, Cargo bay, Escape pods Waste Processing
A	Phaser bank 2., Torpedo Storage, Maintenance	13	SFMC Officers & NCO quarters, special weapons bay, battle bridge, 2nd Fwd torp/probe launcher Deuterium storage, Fuel pumps
1	Bridge, observation lounge, staging room, Captain's ready room.	14	Captain's Yacht Deuterium storage, Deuterium injection, Yacht docking interconnects

2	Transporter Room 2, Captain's quarters, Officers mess	15	Engineering support, Shuttle bay 3	
3	Strategic Command, Stellar Cartography, upper weapons locker.	16	Main Engineering, Backup Computer Core	
4	Stateroom, guest quarters, transporter room 3.Topside rec rooms, exercise suites, Living quarters, Escape pods	17	Science suites, Cargo bays 11 through 15.	
5	Sensor suite, tactical offices. Operations Offices, communications lounge, Forward lounge, Living Quarters	18	Cargo bays 16-26, Deflector control	
6	Sickbay, infirmary, medical research labs. Torpedo storage bay, transporter room 4, Phaser systems, Living Quarters	19	Computer core, Shuttlebay 1 (right side), Shuttlebay 2 (left side).	
7	Senior Officer's quarters, forward phaser bank 3 & 4, forwards torpedo bays, Living quarters	20	Antimatter storage pods, Antimatter injection, Antimatter generator, Escape pods	
8	Mess hall, Living quarters, Holodecks 1 through 4.	21	Phaser systems, Tactical office	
9	Senior NCO quarters, Shuttle bays 1 and 2, Main Computer Core	22	Brig, security mess hall. Security offices, Transporter room 1.	
10	General accommodations, 10-Forward lounge, Shuttle maintenance, Living quarters, Transporter room	23	escape pods, crew quarters	

Frigate



GRIFFIN CLASS STARSHIP		
	Number of Ships: 4	
	Type:	Frigate
	Commissioned:	2878
	Production:	N/A
	Mass:	740,000 tons
	Crew:	179
	Propulsion:	two cochrane warp cores feeding two warp nacelles; two subatomic unified energy impulse engines, One Slipstream Drive
	Armament:	16 x Type VIII Phaser arrays, 4 x standard photon/quantum torpedo tubes + 150 torpedoes
	Defense Systems:	Regenerative shield system Standard Duranium/Tritanium single hull. <i>Standard</i> level Structural Integrity Field Ablative armor
	Warp Capabilities:	Normal Cruise : Warp Factor 8 Maximum Cruise : Warp Factor 9.975 Maximum Rated : Warp Factor 9.985 for one hours



Hull Life:	80 years
Refit Cycle:	Minor : 1 year Standard : 5 years Major : 20 years
Dimensions:	Length : 350 m Beam : 133 m Height : 150 m Decks : 15
Shuttle Compliment:	shuttle bays: 1 shuttles: 3 Type 11 fighters runabouts: 1 Arrow Class

Deck Layout	
1	Captain's Ready Room, Main Bridge, Briefing Center (port side)
2	Mess Hall, Captain's Quarters, Stellar Cartography
3	Security, Brig
4	Transporter Rooms 1 and 2, Cargo Bay 1, Two Cargo Transporters
5	Sickbay, Doctor's Office, Main Lounge
6	Junior and Senior Officers Quarters
7	Science Labs, Computer Core
8	Holodecks 1 and 2, Holosuites 1-4, Junior Officers and Crew Quarters
9	Deflector Control, Lower Level Torpedo Bay Control
10	Upper Engineering Support Area 1, Upper Engineering Support Area 2, Shuttlebays 1&2, Cargo Bays 2 and 3
11	Main Engineering 1, Main Engineering 2, Warp Core1, Warp Core 2
12	Lower Engineering 1 & 2, Crew Quarters, Environmental Control, Hydroponics
13	Gym, Swimming Pool, Cargo Bays 2 and 3
14	Secondary Power Couplings
15	Maintenance and Systems Support, Deuterium Storage


Destroyer

KHITOMER CLASS STARSHIP		
	Computer Model:	
		Number of Ships: 6
	Type:	Destroyer
	Commissioned:	2377-PRES
	Mass:	1,620,000 mt
	Crew:	242
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines, One Quantum Slipstream Drive.

	Armament:	Phaser, Type XI Number : 6 Banks Range : 345,000 km Arcs : Saucer module dorsal/ventral array. Secondary hull ventral fore/aft. Port nacelle/ Starboard nacelle Photon Torpedo, XI Flux Number : 4 Tubes Range : 3,450,000 km Arcs : 2 forward, 2 aft.
	Defense Systems:	Standard Shields Standard Duranium/Tritanium single hull Standard level Structural Integrity Field Ablative armor
	Warp Capabilities:	Standard : 7.0 Maximum Cruise : 8.5 Max Emergency : 9.7
	Hull Life:	80 Years
	Refit Cycle:	Resupply: 1 year Minor: 10 years Major: 20 years
	Dimensions:	Length : 342 m Beam : 255 m Draft : 150 m Decks: 12
	Shuttle Compliment:	Shuttlebays: 1 2 6a shuttlecraft 1 4 Workbee Shuttlecraft 1 16a Cargo Shuttlecraft 1 Runabout.

Deck Layout	
1	Bridge, Captain's Ready Room
2	Captain's Quarters, Senior Officer's Quarters, Briefing room
3	transporter room 1, Junior Officer & crew quarters, Main Computer Deck 1
4	Crew quarters, Torpedo Launchers (2), Main Computer Deck 2
5	Crew quarters, Lounge/Bar (Forward facing)
6	Departmental Offices, Transporter room 2, Astrometrics lab
7	Sickbay, Armoury, Science Labs, Hydroponics bay
8	Main Engineering Deck 1
9	Main Engineering Deck 2, Lounge/Bar (Aft facing))
10	Arboretum, Power converters, Brig
11	Torpedo Launchers (2), Holodecks (6)

Carrier

NAOTA CLASS STARSHIP		
		Number of ships: 2
	Type:	Carrier
	Commissioned:	2377-PRES
	Production:	4 per year
	Mass:	3,055,000 tons
	Crew:	600
		Pliots: 120
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines
	Armament:	4 x Type X phaser arrays 6 x Pulse fire Photon torpedo tubes + 3000 torpedoes
	Defense Systems:	Auto-modulated high capacity regenerative shield system Standard Duranium/Tritanium double hull plus 5.4 cm high density armor High level Structural Integrity Field Ablative armor
	Warp Capabilities:	Normal Cruise : Warp Factor 6 Maximum Cruise : Warp Factor 9.3 Maximum Rated : Warp Factor 9.8 for twelve hours
	Hull Life:	80 years
	Refit Cycle:	Minor : 1 year Standard : 5 years Major : 20 years
	Dimensions:	Length : 492.43 m Beam : 316.67 m Height : 87.43 m Decks : 15
	Shuttle Compliment:	shuttle bays: 2 shuttles: 4 Type 8 Shuttles, 2 Type 9 shuttles, 1 type 11 shuttle, and 1 type 14 shuttle attack fighters: 8 Valkyrie Squadrons runabouts: 4 Arrow class Runabouts, 2 Mustang Class Runabouts



Class History:

Different modules available for rollbar pod:

Weapons Module It contains, 3 Quantum, 4 Photon, and 1 Tri-Cobalt Torpedo Launchers. It has 450 Photon, 500 Quantum, and 12 Tri-Cobalt Torpedoes.

Habitat Module The Habitat Module is used when transporting colonists or troops. It has room for 500 people and their belongings.

Troop Transport Module This is a very mission-specific module. It has room for 500 Ground Troops, a command HQ, and a subspace relay with Starfleet Command.

Medical Triage Module This very useful module is a completely sealed off hospital. It has operating rooms, and ICU, medical labs, and it all runs off its own power, thus minimizing the risk of spread of infectious disease.

Shield Module A heavily armored module in itself, it includes extra shield generators, and metaphasic shield generators, thus insuring the ship can go almost anywhere freely.

Cargo Module The Cargo Module is just that. It is big and bulky, but it adds and extra 150,000 metric tons to the cargo capacity of the ship.

Diplomatic module For special operations, this small module is attached. It has quarters for 50 people, negotiating rooms, and a small entertainment center. It is designed to be a neutral area where negotiations can be staged.

Science Module The Module itself is nothing more then a big bundle of sensors with a hull and connects Gamma welded to it. It makes a science ship's sensor array look like a tricorder.

Deck Layout

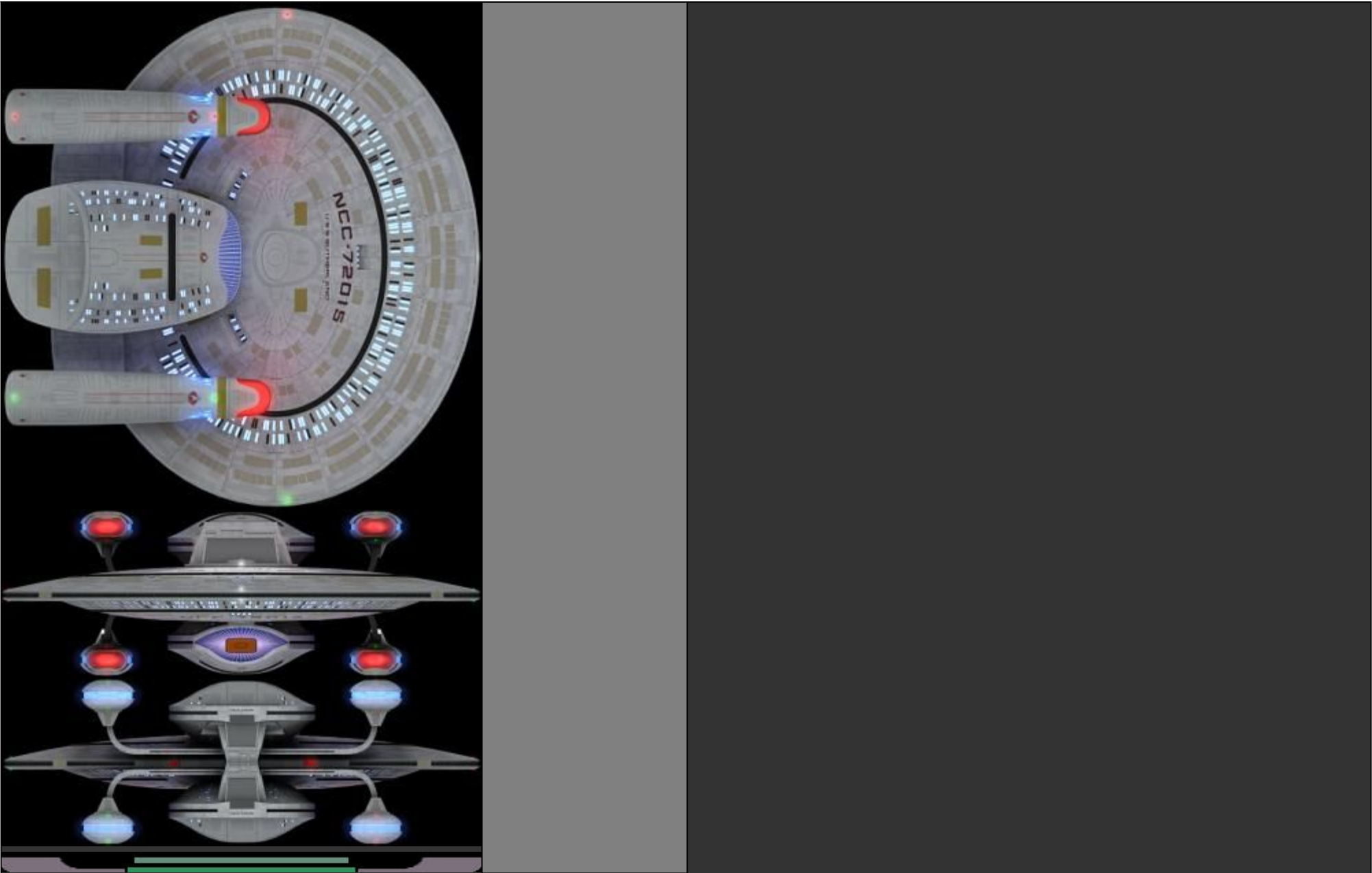
C	Photon torpedo bays, Sensor Array	11	General accommodations, Lounge 11 (senior personnel).
B	Phaser bank 1. Torpedo Storage	12	Senior Officers quarters, first officer's (XO) office.
A	Phaser bank 2., Torpedo Storage,	13	SFMC Officers & NCO quarters, special weapons bay, battle

	Maintenance	bridge.	
1	Bridge, observation lounge, staging room, Captain's ready room.	14	Security offices, Transporter room 1.
2	Transporter Room 2, Captain's quarters.	15	Brig, security mess hall.
3	Strategic Command, Stellar Cartography, upper weapons locker.	16	Environmental support suite.
4	Stateroom, guest quarters, transporter room 3.Topside rec rooms, exercise suites.	17	Science suites, Cargo bays 11 through 15.
5	Sensor suite, tactical offices. Operations Offices, communications lounge.	18	Cargo bays 1 through 10.
6	Sickbay, infirmary, medical research labs. Torpedo storage bay, transporter room 4.	19	Computer core, Shuttlebay 1 (right side), Shuttlebay 2 (left side).
7	Senior Officer's quarters, forward phaser bank 3 & 4, forwards torpedo bays..	20	Engineering section 1, anti-matter storage.
8	Mess hall, holodecks 1 through 4.	21	Engineering section 2.
9	Senior NCO quarters.	22	Warp core.
10	General accommodations, 10-Forward lounge.		

Transport

HARPER CLASS STARSHIP]		
	Number of Ships: 4	
	Type:	Troop transport
	Commissioned:	2385-Present
	Production:	2 per year
	Mass:	622,000 tons
	Crew:	200 crew, 4,000 passengers wartime: carries 1,500 marines
	Propulsion:	Standard Warp and impulse drive
	Armament:	10 Type X phaser arrays 1 rear-facing torpedo bay compliment of 150 torpedoes
	Defense Systems:	Regenerative shield system standard duranium/tritranium hull High level structural integrity field

		Ablative armor
	Warp Capabilities:	Standard Cruise: Warp 7.5 Maximum Cruise: Warp 8.2 Emergency Speed; Warp 9.5
	Hull Life:	80 years
	Refit Cycle:	Minor: 5 years Standard: 10 years Major: 20 years
	Dimensions:	length: 350.2 meters width: 180 meters height: 132 meters decks: 150
	Shuttle Compliment:	shuttlebays: 6 8 Aerowing Class Assault Runabout 4 Type 11 Shuttles 12 Type 10 shuttles 4 Type V cargo shuttles




Deck Layout

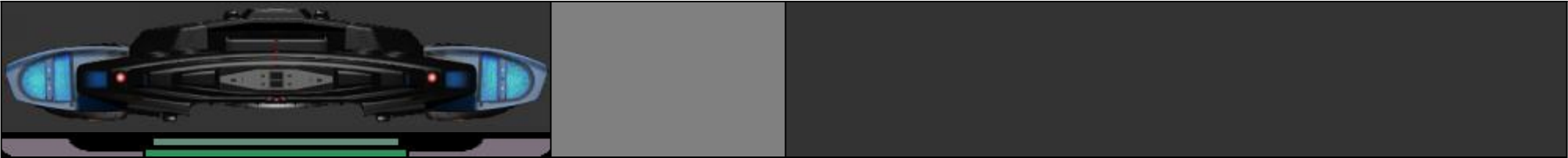
D	(double deck) Additional Targeting Sensors, Engineering Station, spare assault craft storage	15	Starlight Lounge, Crew Quarters
C	Forward Phaser Cannons Second Warp Core (It is smaller than the main warp	16	Battle Bridge, Lounge, Multipurpose Room, Vacant Quarters,

	core. Shuttlebay 5		Civilian Quarters
B	Engineering Station, Second Warp Core Antimatter Storage Shuttlebays 3 & 4	17	Holodeck 6,Hairdressing,Stores,Lounges,Storage Area, Safety Storage for Valuables, Daycare, School, Counselor's Office, Meeting Rooms (2),Small Arboretum
A	Maintenance Sublevel Deck 4A Second Warp Core	18	Cargo bays 7-8,Civilian Quarters, Chapel,
1	Main bridge, ready room, observation lounge	19	Civilian Quarters, Small Recreation Facilities,
2	Officers mess	20	Civilian Quarters, Emergency Response Teams,
3	Senior officers' quarters	21	Cargo bays 9-10,Storage Level, Cargo Operations
4	Living quarters, Escape pods	22	Civilian Quarters, Sensor Monitoring
5	Forward lounge, Living Quarters	23	Civilian Quarters Crew Quarters
6	Phaser systems, Living Quarters	24	Crew Quarters Civilian Quarters Chapel
7	Living quarters	25	Cargo Bays 1112, Crew Quarter
8	Living quarters, Holodecks	26	Life Support Systems, Engineering Support
9	Shuttle bays 1 and 2, Main Computer Core	27	Crew Quarters (primarily engineering staff), Emergency Response Teams, Engineering Support
10	Shuttle maintenance, Living quarters, Transporter room	150	Cargo Bays 13-15 (15 is larger, reserved for engineering purposes), Sensor Subsystems
11	Cargo bay , Hydroponics, Stellar Cartography	150	Main Engineering (core extends to deck 32), Torpedo Launchers (Photon and Quantum), Inertial Dampening system, Long Range Sensor Array, Deuterium Storage
12	Cargo bay, Escape pods Waste Processing	150	Impulse Engines, Antimatter Storage, Deflector Control, Navigational Reflector, Engine Core Operations
13	Fwd Torp/probe launcher Deuterium storage, Fuel pumps	31	Water Storage, Short Range Sensor Array, Nacelle Rooms, Structural Integrity Field Systems, Replication Subsystems, Temporary Cryogenic Storage
14	Captain's Yacht Deuterium storage, Deuterium injection	32	Warp Drive Reaction Core Injectors, Power Transformers, Tractor Beam Emitter, Aft phasers, Emergency Response Teams, Aft Torpedo Launcher (Photon and Quantum)

Intelligence Scout

SPECTOR CLASS Q-SHIP		
		Number of Ships: 6
	Type:	Intelligence Scout
	Commissioned:	2399-Present
	Production:	Unknown

	Mass:	125,000 tons
	Crew:	60
	Propulsion:	One cochrane warp core feeding two warp nacelles; two subatomic unified energy impulse engines, One Quantum Slipstream Drive
	Armament:	4 x Class I rapid fire phaser pulse cannon 2 x Type X Phaser bank 3 x Probe / Photon torpedo launcher equivalent to standard photon torpedo tube + 60 probes and 40 torpedos
	Defense Systems:	Auto modulated high capacity shield system Heavy Duranium/Tritanium double hull plus 20 cm Ablative armor. High level Structural Integrity Field Two Phase Cloaking Devices
	Warp Capabilities:	Normal Cruise : Warp Factor 6 Maximum Cruise : Warp Factor 8.7 Maximum Rated : Warp Factor 9.85 for twelve hours
	Hull Life:	80 years
	Refit Cycle:	Minor : 6 months Standard : 1 year Major : 5 years
	Dimensions:	Length : 350 m Beam : 150 m Height : 30 m Decks : 6 including nacelle sub decks
	Shuttle Compliment:	Two type 10 Shuttles



Deck Layout

1	Bridge, Warp Core, Transporter Room 1, Back-up Transporter, Captain's Quarters, Ready Room
2	Infirmarium, Crew Quarters, Warp Core, Deuterium Tanks, Pulse Phaser Cannon, Computer Core, Weapons Control Room
3	Transporter Room 2, Warp Core, Computer Core, Crew Quarters
4	Intelligence Sensor Room, Armory, Phase Cloak Control Room
5	Shuttlebay, Anti-deuterium Pods, Cargo Bays 3 and 4
6	Shuttlebay, Warp Core, Pulse Phaser Cannon, Cargo Bays 1 and 2

Auxiliary Craft

Aerowing Class Runabout



Type:	Tactical Assault Runabout
Commissioned:	2398-Present
Production:	240
Mass:	182 metric tons
Crew:	Crew: 6 Troops: 24
Propulsion:	One cochrane warp core feeding two warp nacelles; one subatomic unified energy impulse engine
Armament:	2 x Type IV phasers 2 x Standard mini photon torpedo tubes + 24 torpedoes
Defense Systems:	Auto-Modulating Dual Layer Adaptive Shields Tritanium Composite Hull 5cm Ablative Armor Standard Structure Integrity Field
Warp Capabilities:	Impulse: 0.25c (0.5c with Impulse thrusters for short duration bursts) Normal Cruise : Warp Factor 7 Maximum Cruise : Warp Factor 8.9

		Maximum Rated : Warp Factor 9.9 for twelve hours
	Hull Life:	25 years
	Refit Cycle:	Minor: 1 year Standard: 2.5 years Major: 5 years
	Dimensions:	Length: 31.4 meters Beam: 35.8 meters Height: 15.2 meters Decks: 3
	Shuttle Compliment:	N/A

Deck Layout	
1	Bridge, Warp Core, Transporter Room 1, Back-up Transporter, Captain's Quarters, Ready Room, Galley
2	Infirmary, Crew Quarters, Marine Quarters, Armory, 22-Man Combat Transporter, Computer Core, Weapons Control Room
3	Warp Core, Deuterium Tanks, Retractable Mini Photon Launchers, Phaser Cannons, Landing Struts

ARROW CLASS RUNABOUT



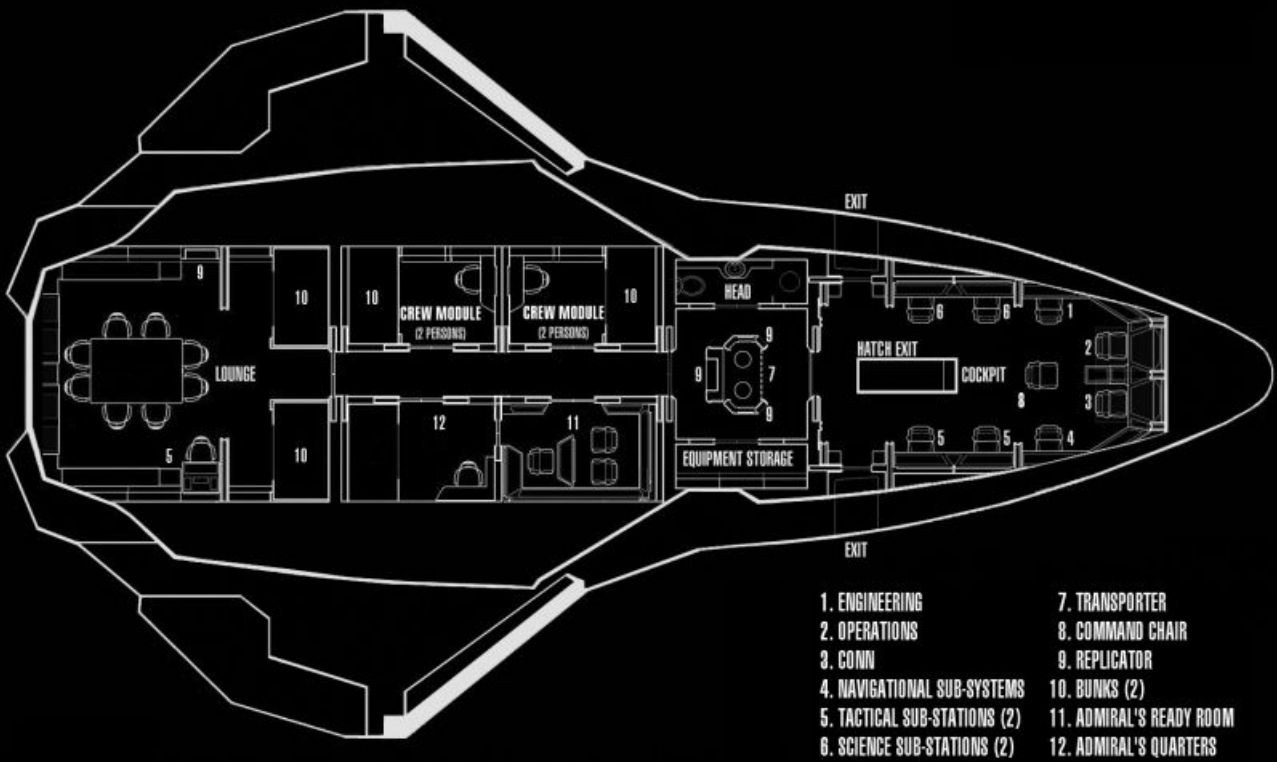
Type:	Arrow Class Modular Runabout
Commissioned:	2398
Production:	500
Mass:	25 tons
Crew:	Crew: 2 (Pilot and Co-Pilot/Tactical Officer) Minimum; 6 standard Passengers: Variable dependant on configuration Evacuation (Short Term): 24 to 36 dependant on configuration
Propulsion:	2 cochrane warp nacelles with two unified energy impulse engines/dueterium fueled



Armament:	2 x Type VII Pulse Phaser Canons (Port Wing, Starboard Wing) 2 x Type X Phaser Arrays (Aft, Forward Dorsal) 1 x Microtorpedo Launcher (Forward Ventral) Additional weaponry dependant on configuration
Defense Systems:	Auto-Modulating Shields Tritanium Composite Hull with ablative armour option
Warp Capabilities:	Impulse: 0.25c Standard Warp: 6.0 Sustainable Warp: 9.0 Maximum Warp: 9.2 (25-48 Hours)
Hull Life:	50 years
Refit Cycle:	Minor: 1 year Major: 5years
Dimensions:	Length: 26 meters Beam: 16 meters Height: 7 meters Mass: 24 metric ton
Cargo Capacity:	Variable dependant on configuration
Module Variants:	<p>The Arrow Class Runabout has a highly versatile modular capability, allowing for a very mission specific configuration. Some of the more common variants are shown below, though this list is by no means comprehensive.</p> <p>Cargo Mod (Multiple Variations Available) Sensor Mod (Mission-Specific Modules) Flag Suite (Single Person 2 Part Module) Long Term Travel Suite (1 & 2 Person Mod) Short Term Bunk Room Mod (4 Person Module) Personnel Transport (20 People Max Occupancy) Salvage Equipment (Internal & External Hard-points) Medevac Module (Occupies Entire Module Bay) Transporter Pod (Multiple Variations Available) Weapons Mod A: Photon Torpedo (Rack of 8) Weapons Mod B: Quantum Torpedo (Rack of 8) Weapons Mod C: Phased Torpedoes (Rack of 8) Propulsion Mod: (Power Generator- Multiple variations)</p>

ARROW CLASS

FLAG OFFICER TRANSPORT



Stealth Mod: Chronoton Sensor Screen Emitters

Modules Characteristics

Interchangeable

Self-Interlocking Life Suport, ODN & LCARS Conduit

Able to act as Personnel Escape Pods

Independent Emergency Life Support Systems

Independent RCS Thrusters

Emergency Rations

Specifications

Standard Module Length: 3 Meters

Extended Length: 6 Meters

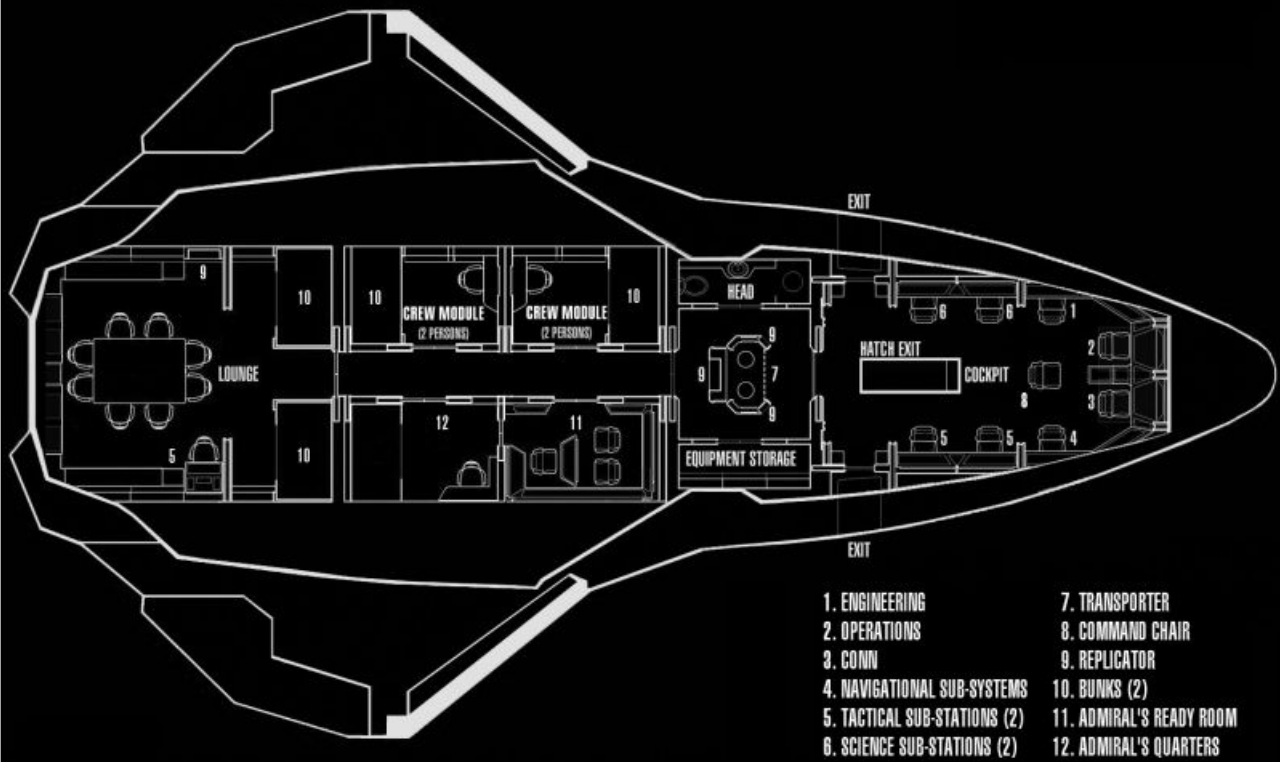
Standard Module Width: 2.4 Meters

Extended Width: 5 Meters

Standard Module Height: 2.2 Meters

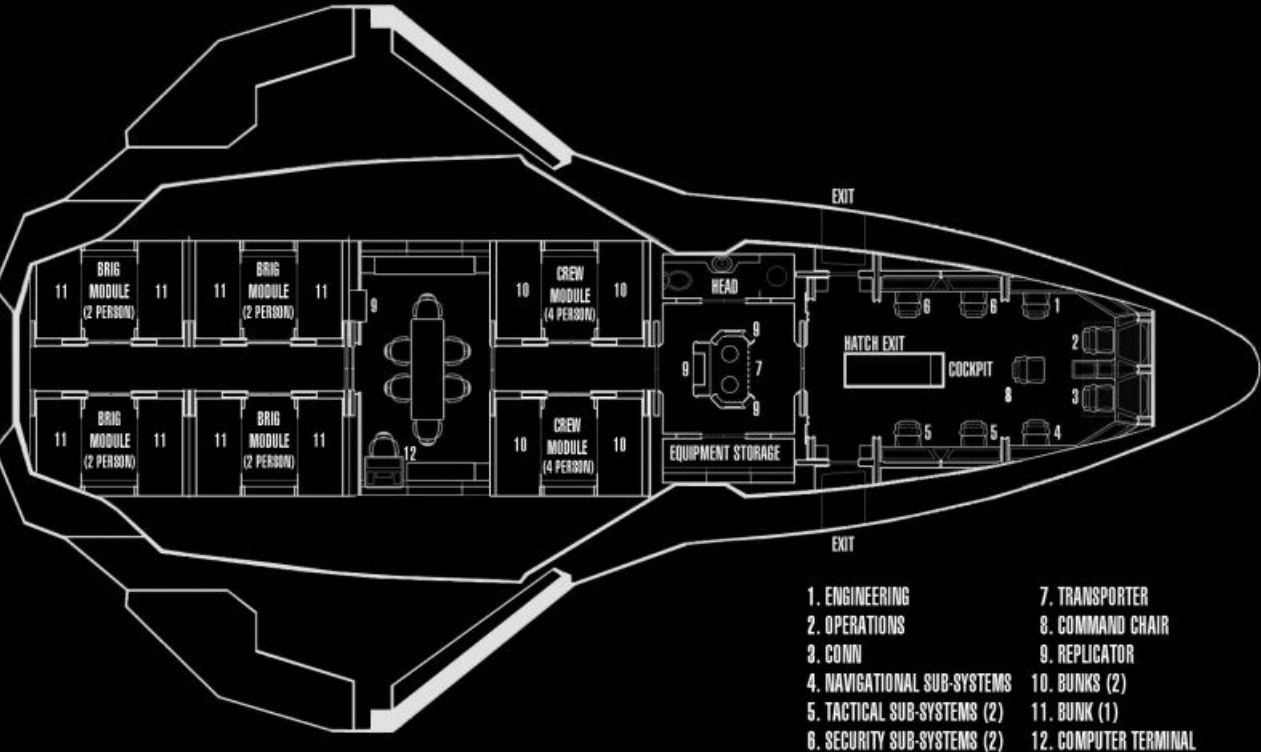
ARROW CLASS

FLAG OFFICER TRANSPORT



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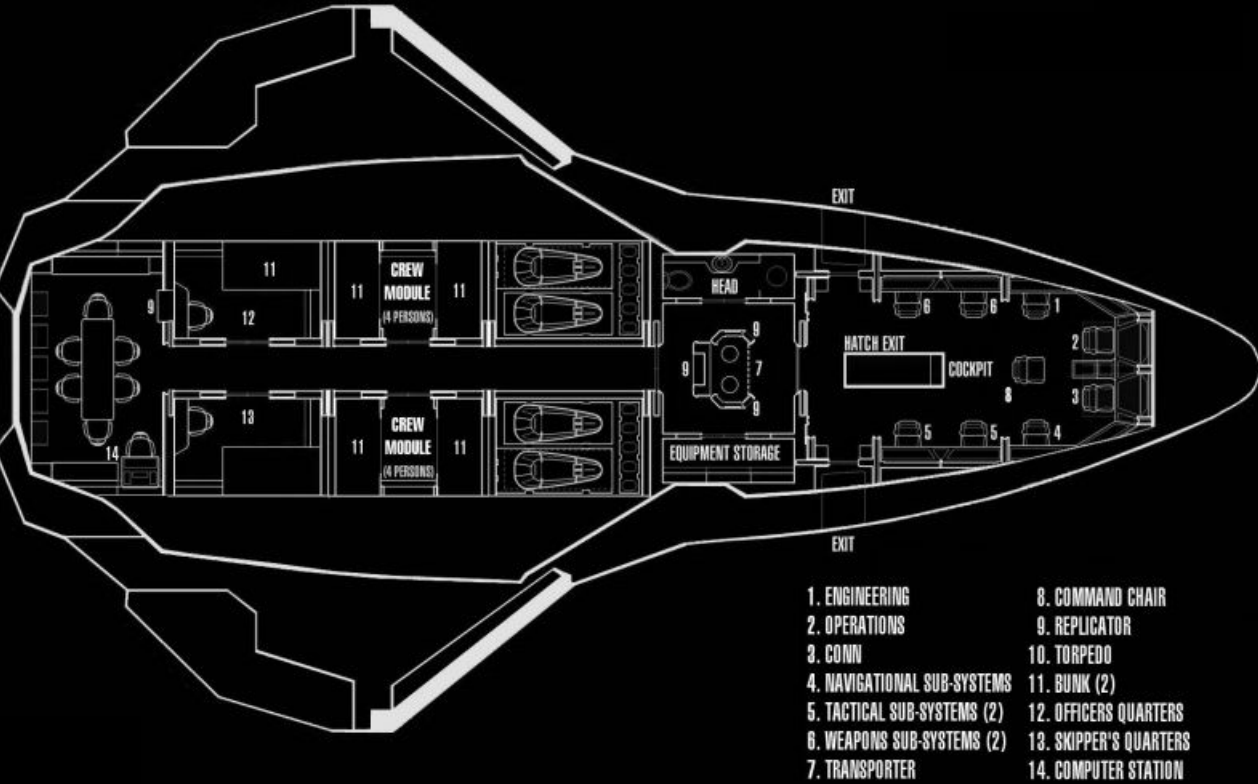
PRISONER TRANSPORT



- | | |
|-----------------------------|-----------------------|
| 1. ENGINEERING | 7. TRANSPORTER |
| 2. OPERATIONS | 8. COMMAND CHAIR |
| 3. CONN | 9. REPLICATOR |
| 4. NAVIGATIONAL SUB-SYSTEMS | 10. BUNKS (2) |
| 5. TACTICAL SUB-SYSTEMS (2) | 11. BUNK (1) |
| 6. SECURITY SUB-SYSTEMS (2) | 12. COMPUTER TERMINAL |

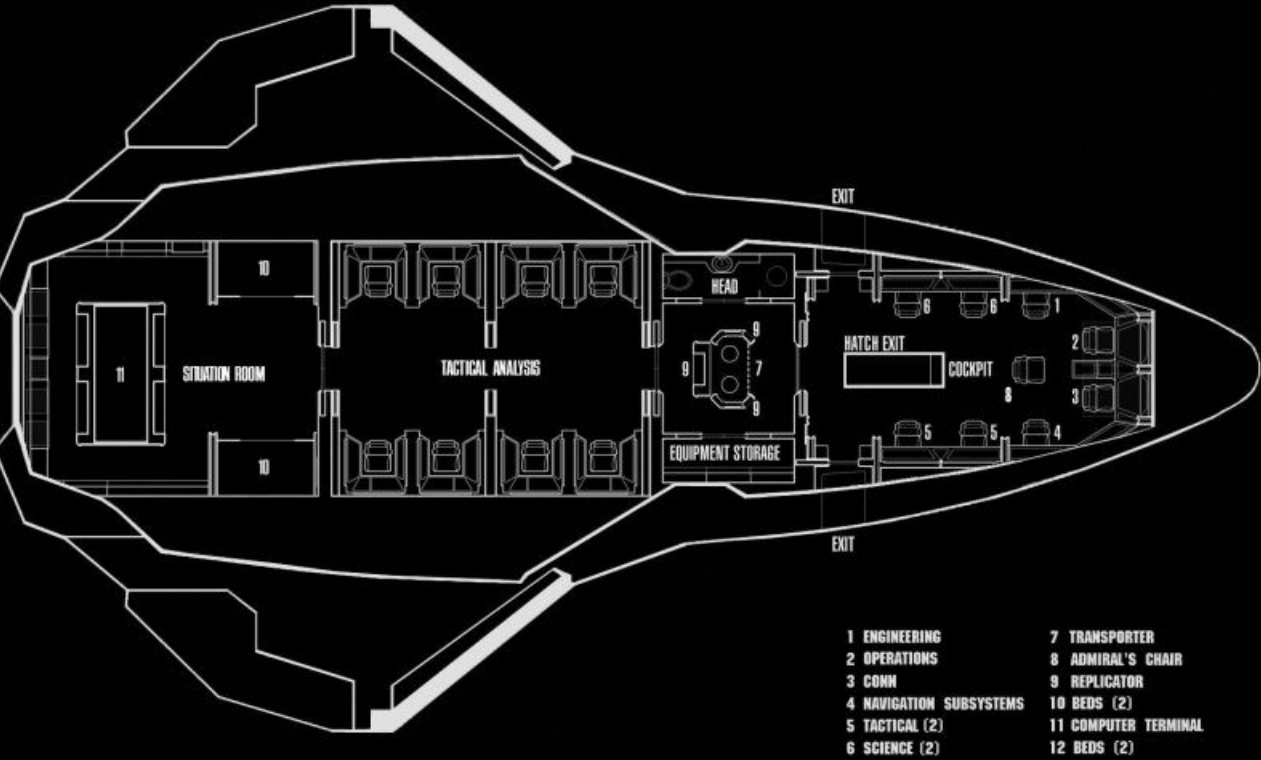
ARROW CLASS

HUNTER / KILLER INTERCEPTOR



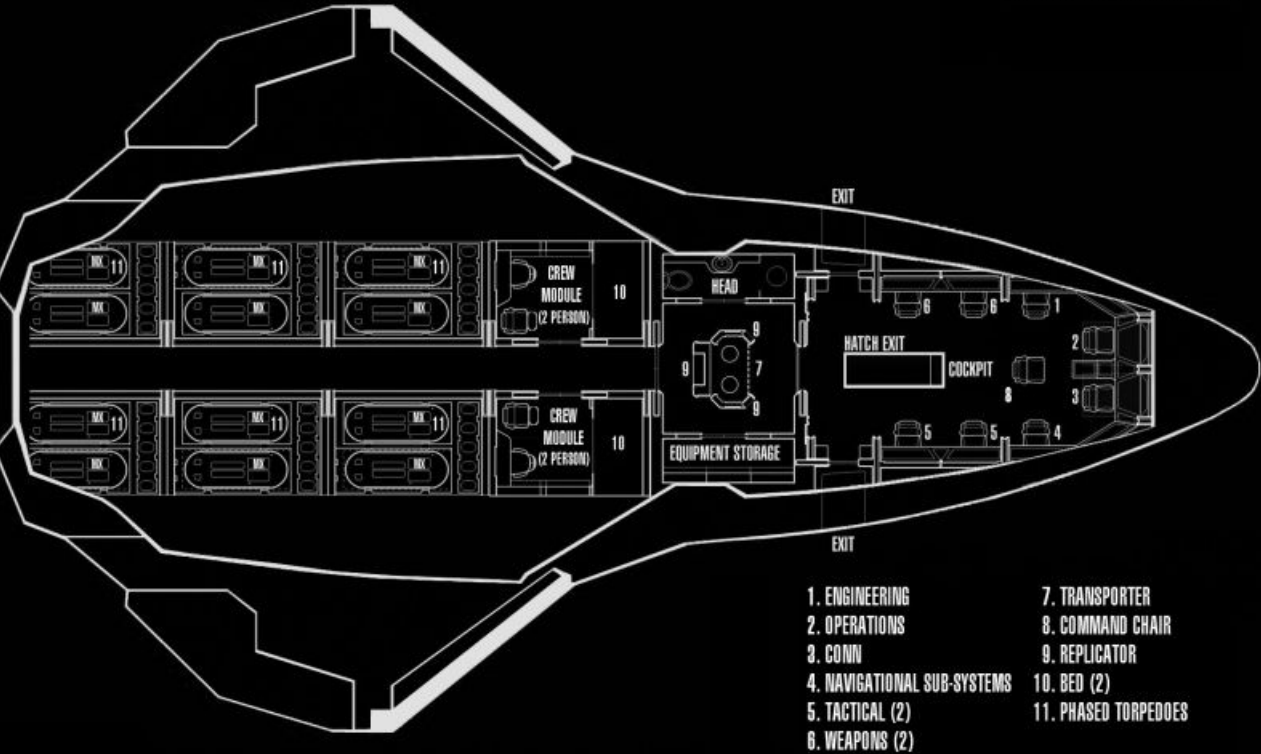
ARROW CLASS

TACTICAL COMMAND VERSION



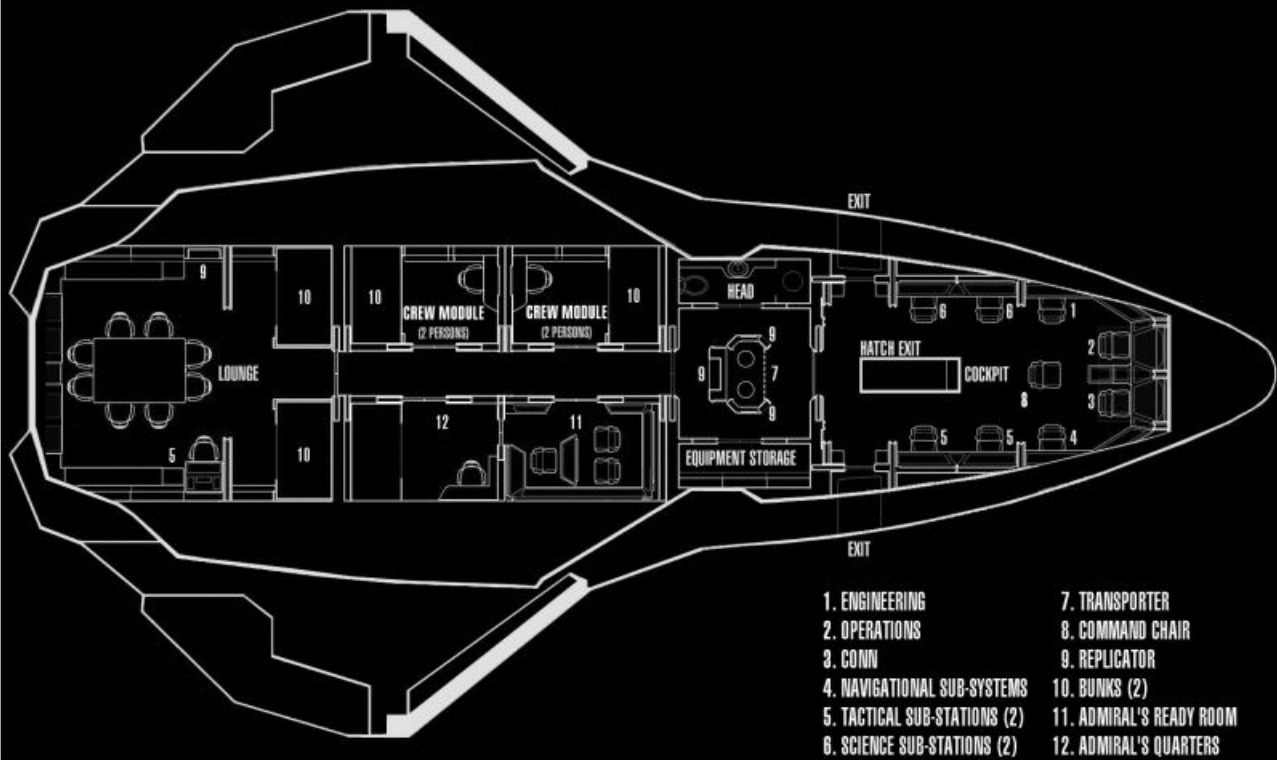
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DESTROYER-INTERCEPTOR



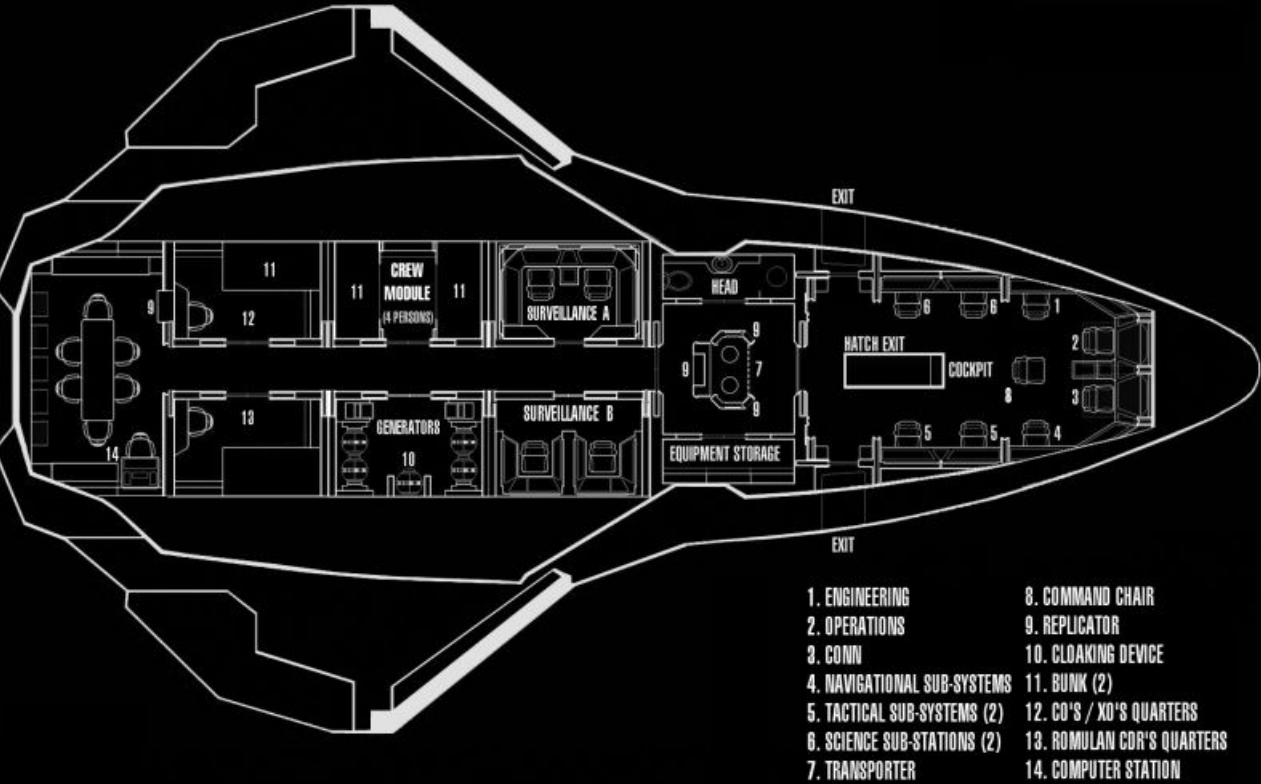
ARROW CLASS

FLAG OFFICER TRANSPORT



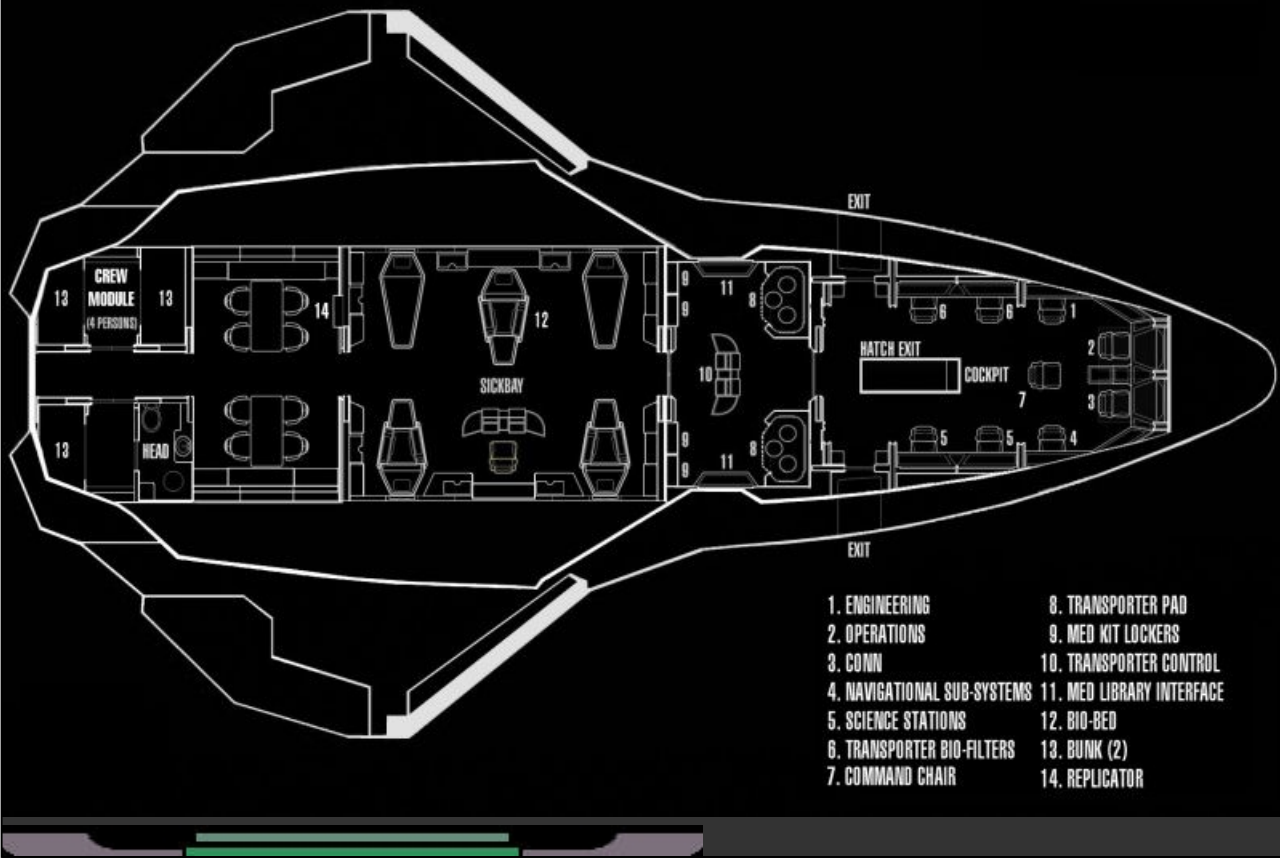
ARROW CLASS

SURVEILLANCE VERSION



ARROW CLASS

MEDICAL VERSION




MUSTANG CLASS RUNABOUT]



Type:	Runabout
Commissioned:	2375-PRES
Production:	400 per year
Design and Production Facility	Copernicus Yards, Luna
Unit Run:	Approx. 45,000 total have been produced
Mass:	
Crew:	Crew: 1 4 (Fighter 2) Marines: 20



	Patients (Medical): 20 Maximum Evacuation Limit: 150 (Not fighter)
Propulsion:	2 cochrane warp nacelles with two unified energy impulse engines/dueterium fueled
Armament:	1 fore, 1 rear microtorpedo launcher, 6 x Type IV phaser arrays
Defense Systems:	Standard Shielding Duranium/Tritanium Single Hull Standard Structural Integrity-field
Warp Capabilities:	* Cruising Velocity: Warp 4 * Max. Sustainable Velocity: Warp 5 * Max. Velocity: Warp 5.2 (12 hours)
Hull Life:	60 years
Refit Cycle:	Standard: 1 year Minor: 2 years Major: 3 yrs
Dimensions:	Length: 23.1 meters Beam (Width): 13.7 meters Height: 5.4 meters Decks: 1
Class History:	<p>This runabout was designed to help replace some of the older and out of date shuttles. This runabout is designed to carry out many types of missions, mostly transferring people or cargo, but when needed, it can be adapted for combat.</p> <p>This runabout's design is based on the ever popular Akira-Class starship. You could say it is a smaller version of the Akira, as it has a small role bar with the nacelles bent down like the Akira. It has the same cockpit layout as the Danube-Class runabout.</p> <p>The Mustang-Class runabout is made with a normal Duranium/Tritanium single hull. Like the Danube, it can land and take off from planets.</p> <p>There are multiple layouts for the Mustang. Usually one ship is set up with one layout, but if needed the runabout's configuration can be changed. The types are: regular, transferring, medical, marine, and fighter.</p> <p>In the regular layout some of the sleeping modules can be exchanged with cargo modules. This can be accomplished at any station and some ships.</p>

	<p>The Mustang has one deck with everything that is needed here. Different variations of the same layout are available. The regular layout has a crew area in the back with small spartan sleeping compartments. on either side of the corridor leading to the dinning area. The medical variant has a triage area in the back and other small rooms were the quarters would usually be. The marine variant has a briefing room (that is also used to eat) in the back with storage and bunkers in the middle. The fighter configuration has a totally different layout. It has two seats in the cockpit instead of four, with a station at the back. It has stored torpedoes in the back and middle. You can accesses these rooms by a hatch leading from the cockpit.</p> <p>The Mustang's computer core is a twin core located underneath the cockpit. It has 186 isoliner banks and fifty-three command preprocessors and data analysis units. The Mustang has only standard sensors except for the fighter variant. The fighter has replaced the science sensors with tactical sensors.</p> <p>The medical variant carries four EMH Mark-Vs. They are used to supplement the medical crew in their duties.</p> <p>The Mustang has two warp nacelles located at an angle from the roll bar. They are bent down exactly like the Akira's nacelles. The warp core is horizontal and is located underneath the main part of the shuttle. It has a 12 hour speed or warp 5.2. This can be pushed if needed, but is not usually done because the core will over heat faster and the fuel will run out quicker. This is the maximum rated safe speed and is most efficient.</p> <p>The impulse engines are located at the back of the runabout. They can reach up to a maximum of 0.35c. The ship usually goes 0.30c.</p> <p>The shield system has a total capacity 56,700 TeraJoules and covers the whole ship. In an emergency, a second shield system can be activated, but is not as powerful and can only take a few hits.</p> <p>The Mustang has 6 x Type IV phaser arrays, total output 750 TeraWatts. These are located in strips and around the ship. Two are located on the nacelles (One on each nacelle). There is one in the front and back. The last two are on the role bar in a half circle.</p> <p>The Mustang has 2 x Standard Mini-photon torpedo tube + 24 torpedoes, but can carry up to 4 full size photon or quantum torpedoes. The tubes are located on the role bar with both facing</p>
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		<p>forward. In an emergency, the aft hatch can be opened to layout the torpedoes like mines.</p> <p>In the Medical variant, there are the two phaser arrays and two torpedo tubes with 12 mini-photon torpedoes. The other weapons have been taken out to make room for patients.</p> <p>In the fighter configuration there are two phaser cannons and four torpedo tubes, two facing forward and two facing back. It can carry up six full sized torpedoes and fifty mini-photon torpedoes.</p> <p>The Mustang has one tractor beam located at the back of the ship. It can handle a mass of 500,500 metric tones. As it can not handle a lot it does not usually tow anything. It uses a pair of 10 MegaWatts graviton polarity sources.</p> <p>The only transporter area located on all the variant is at the back of the cockpit. You have to walk through this area to get to the back section of the runabout. It has two pads with a range of 150.000 kilometers. In the Medical layout, people can be beamed right to the area they need to be in.</p> <p>All but the medical variant have med kits. Just above the med kits in the cockpit and in the aft section are were the replicators are located (except in the fighter variant). There is a dining area in the back (except for the fighter and medical variant). In the fighter variant it is an area that holds extra weapons and in the medical, layout the triage center is located here.</p> <p>All variants have escape pods that can carry up to five people. The fighter variant has one that can be accessed by a hatch in the floor. This pod can only hold two people.</p> <p>Computer Systems:</p> <ul style="list-style-type: none">* Core: Isolinear data core x1* Software: Starfleet Library Computer Access and Retrieval System (LCARS) <p>In all, Starfleet designed an all purpose runabout that can accomplish many types of mission. This vehicle was designed to accomplish four main missions; to transport cargo or people, act as a recon vessel, take medical treatment to the people in need, and to take on tactical missions.</p>	
Deck Layout Standard	Deck Layout Marine	Deck Layout Medical	Deck Layout Fighter
Deck 1: * Cockpit	Deck 1: * Cockpit	Deck 1: * Cockpit	Deck 1: * Cockpit

* Transporter pads * Living areas * Dining area	* Transporter pads * Bunks/Weapons storage * Dining area/Briefing area	* Transporter pads * Medical areas * Triage area	* Transporter pads * Weapon Storage
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VALKYRIE CLASS STARFIGHTER		
	Type:	Attack Fighter
	Commissioned:	2385-Present
	Mass:	27.5 metric tons
	Crew:	2
	Propulsion:	Twin Cochrane SIRI impluse engine with internal warp core nacelles
	Armament:	Micro Torpedo Launcher: 2, Micro Quantum Torpedo: 10, Micro Photon Torpedo: 10 Type 10 Micro Pulse Phaser Cannon: 2
	Defense Systems:	Regenerative Shield system Light Duranium/Tritanium single hull. High level Structural Integrity Field
	Warp Capabilities:	Cruising Velocity: Warp 2 Maximum Velocity: Warp 4 Emergency Velocity: Warp 7 (for 0.2 hours)
	Hull Life:	15 years
	Refit Cycle:	Minor : 1 year Standard : 3 years Major : 10 years
	Dimensions:	Length: 19.13 metres Width: 14.56 metres Height: 2.89 metres Decks: 1



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