

STAR TREK

THE MOTION PICTURE

Rules for Adventures in the Final Frontier
by Tony Yates & Steve Jackson

INTRODUCTION



These are an introductory set of adventure rules for *Star Trek*™ games. They serve as a basis for conducting role-playing games and tabletop battles with miniature figures. Two people may normally play, one playing Admiral Kirk and the Enterprise crew, the other playing the enemy. Multi-player games are also possible, in which case each player becomes one of the *Main Characters* (see below). In role-playing games, one player will become the Referee.

The emphasis is on playability rather than detail, and no doubt players will modify and add to the rules as they see fit, using portions of their own favourite role-playing and/or skirmish rules. Following the rules is a sample scenario which may be used. Further scenarios may be invented by players and *White Dwarf* will be glad to consider any such scenarios submitted by readers for possible publication.

EQUIPMENT

Apart from the rules following, players will also need:

- 3 Standard 6-sided Dice
- 1 Pair of Percentage (20-sided) Dice
- A Ruler or Tape Measure
- Pencil and Paper
- Miniature Figures*

The exact number and types of miniatures will depend upon the scenario being played, but all scenarios are likely to include the familiar *Star Trek*™ characters: Admiral Kirk, Mr. Spock, Dr. McCoy, Sulu, Chekov, Scotty, etc.

**Star Trek — The Motion Picture*™ miniature figures are manufactured by Citadel Miniatures Ltd. Other Science Fiction miniatures may be also incorporated.

START

A Guided Tour

The players agree on a scenario to be played. A sample scenario, *A Guided Tour*, follows these rules.

If more than two people are playing, each player must decide which of the *Main Characters* he will play. The *Main Characters* are: Admiral Kirk, Mr. Spock, Dr. McCoy, Mr. Scott, Decker, Ilia, Sulu, other important members of the Enterprise crew, and any Alien Leaders involved in the scenario. Other members of the Enterprise and Alien crews will be under the command of the *Main Characters*.

If two play, one will be in charge of the Enterprise crew, the other will be in charge of hostile Aliens.

Before the game commences, each player must determine the relative strengths and weaknesses of his own character and those of all characters under his control (see *Ability and Combat Factors* below). Miniatures and any model scenery used are then placed in position on the table.

ABILITY AND COMBAT FACTORS

Each character (Main Characters, crew members and aliens) taking part in the scenario must first have his or her *Ability Factor* and *Combat Factor* determined, with the exception of the *Main Characters*. The procedure is as follows:

- 1 Roll the three 6-sided dice. Add the numbers rolled together. The resulting total will be between 3 and 18. This is that character's *Ability Factor* (AF).
- 2 Roll the three 6-sided dice again. Add the totals. This is that character's *Combat Factor* (CF).

The Ability Factor

This reflects a character's relative abilities in all non-combat situations. During the game a character may take a course of action which would, in real life, stand a chance of being unsuccessful. In these cases, his *Ability* must be checked.

Example: An Engineering crew member tries to determine the cause of an engineering malfunction. There would be a chance that he does not have the diagnostic experience to be successful. His *Ability* must be checked.

A character's *Ability* is checked by rolling a 20-sided die. If the number rolled (1–20) is less than or equal to his *Ability Factor*, he is successful. If the number is *higher* than his *Ability Factor*, he is *unsuccessful*. (For those unfamiliar with 20-sided percentile dice, rolling one will generate a number between 1 and 10—note that a roll of "0" is taken as "10". The numbers 1–20 can be generated by rolling a 6-sided die with a percentile die. If the former turns up 4, 5 or 6, then 10 is added to the number rolled on the latter. If a 1, 2 or 3 is rolled, no addition is made.

Other examples requiring *Ability Checks* would be a crew member's attempt to translate an alien language without computer aid, or an alien's attempt to use a special power.

Note that normal actions such as movement, or the use of a ship's controls or facilities by a crew member who is familiar with them would be permitted without checking his *Ability*.

Players may only have their characters perform or attempt *plausible* actions, bearing in mind their physical limitations and their relevant skills of occupation. A character could not, for example, walk on the ceiling, nor could a non-engineering character diagnose an engineering fault.

The Combat Factor

This is used in a similar way to the *Ability Factor* but relates only to a character's abilities in combat. For a further explanation, see the section on Combat below.

Main Characters

As the Main Characters are the heroes of any scenario, their *Ability* and *Combat* factors are predetermined and are not rolled in the normal way — this applies to both 2-player and multi-player games.

Table 1: Main Characters

	AF	CF		AF	CF
Admiral Kirk	18	17	Chekov	14	13
Mr. Spock	17	18	Ilia	14	11
Willard Decker	16	16	Uhura	14	11
Dr. McCoy	16	14	Chapel	14	11
Mr. Scott	16	14	Rand	14	11
Sulu	14	13	Alien Leaders*	16-18	14-18

*See *Alien Abilities & Painting Guide* for Individual Alien Leader AF and CF values.

TURN SEQUENCE

The sequence of play is as follows:

1. *Discussion Phase:* Players may discuss, either across the table or in secret, their plans for this move. This is the only time at which the Enterprise crew, or the Alien(s) may discuss their plans. The *Discussion Phase* will be relevant mainly to multi-player games.
2. *Recovery Rolls:* Stunned or unconscious characters roll to see whether they recover (see *Combat* section).
3. *Movement/Combat Phase:* Players write down actions for each character under their control. Special abilities may be used here (see *Alien Descriptions*). Characters may move, use special powers, use skills or knowledge, etc, or fire — any two different actions in any order or fire twice each *Movement/Combat Phase*. When players are ready, actions are read out and executed as if happening simultaneously.
4. *Close Combat Phase:* Any two characters in range for hand-to-hand combat will fight.
5. Repeat steps 1–4.

MOVEMENT

Enterprise crew and aliens described here may *walk* 4" per turn or *run* 8" per turn. If running, characters may not fire in that phase. Certain actions may modify movement as follows:

Table 2 — Movement

	Movement in Inches
Normal Movement	4
Running (Firing prohibited)	8
Moving Through Door	Subtract 1
Moving Around Obstacle	Subtract 1
Re-Sealing Door Against Pursuant	Subtract 2
Perform Action Whilst Moving	Subtract 2
(eg. Pick Up Weapon, Move Object, etc.)	

COMBAT

On board the Enterprise, most combat will be hand-to-hand as phasers may only be carried by Security Guards (Starfleet Regulations) during normal trips. Admiral Kirk may order phasers to be issued under certain circumstances, and aliens will of course have their own phaser-type energy weapons in their private quarters. Remember that Starfleet Regulations also require that all phasers carried by Starfleet personnel must be set to *stun* only at all times except in extreme circumstances or when firing at inanimate objects.

To determine the results of firing a hand weapon, the Attacker must first specify the target and whether the weapon is set to 'Stun', 'Kill' or 'Disintegrate!'. The Attacker's *Combat Factor* is then modified according to table 3 below. Roll a 20-sided die (with a 6-sided die) for the Attacker. If the number rolled is greater than the modified CF, the shot has missed. If it is less than or equal to the modified CF, then it has hit.

Table 3 — Modifiers on Phaser Attacks

Target in Armour	Subtract 1 from Attacker's CF
Target in Force Field	Subtract 5 from Attacker's CF
Target Behind Cover	Subtract 2 from Attacker's CF
Firer Under Fire	Subtract 1 from Attacker's CF
Target Running	Subtract 2 from Attacker's CF

If a hit has been inflicted, roll a 6-sided die on table 4 below:

Table 4 — Hit Effects

Die Roll	Effect
1	Phaser malfunction — no effect
2	Phaser's energy exhausted after this hit. Roll again for effect of this hit, thereafter phaser will not function
3	Phaser slightly off target — treat as <i>stun</i>
4, 5, 6	Hit has full effect, as specified (stun, kill or disintegrate)

If the result is *stun*, see effects in *Close Combat* section.

Close Combat

When two characters are within ½" of each other, hand-to-hand combat may take place. Compare the two CF's. The higher rolls the 20-sided die first i.e. if the CF's are the same, throw one 6-sided die each; higher goes first, in an attempt to render his opponent unconscious. If this attempt fails, the other combatant may try.

An Attacker will render his opponent unconscious if he rolls a number on the 20-sided die less than or equal to his own *Combat Factor after modifications* (see table 5 below).

If a character is attacked by more than one opponent, this number ("N") must be subtracted from his CF as a modification.

A character which is stunned or unconscious must roll a "0" on a percentile die (do not roll a 6-sided die here) to recover. Two attempts may be made every turn. Medical attention may also revive the character (check the Medical Officer's *Ability*). Once a character is revived, he may rejoin the action, but his CF and AF both are reduced by 6 for the remainder of the game. Further stunning may reduce his AF and CF values to 0. When both values reach 0, that character is dead.

Table 5 — Modifiers in Close Combat

Back Attack on Victim	Add 1 to Attacker's CF
Weapon Used to Strike (including Claws)	Add 2 to Attacker's CF
Supernormal Strength (eg. Vulcans)	Add 1 to Attacker's CF
Opponent Wearing Armour	Subtract 3 from Attacker's CF
Attacker Surprised	Subtract 1 from Attacker's CF
Opponent in Force Field	Subtract 10 from Attacker's CF
Attacker Attacked by N Opponents	Subtract N from Attacker's CF

Hero's Roll

As befits any heroic adventure, the heroes are more difficult to kill. For certain of the *Main Characters* a final chance of being saved from death exists. Upon a combat result of death for: Admiral Kirk, Mr. Spock, Willard Decker, Dr. McCoy and certain of the Alien Leaders as indicated in the *Alien Abilities & Painting Guide* section, that character may roll a 6-sided

dice. A roll of 4, 5 or 6 will save him from death — treat the result as *stun* only. A hero's AF and CF values may never drop below 5. Thus they may only be killed by phaser fire.

SCENARIO ONE — A GUIDED TOUR

The Starship Enterprise is in dry dock. Following an important intergalactic council meeting, Admiral Kirk is giving the attending aliens a tour of the Enterprise, along with his higher-ranking officers. As he shows them round the bridge, he begins to feel uneasy upon seeing the Klingon ambassador taking a great interest in the ship's computer. Diplomatically, he sends Dr. McCoy over to have a quiet word in the ambassador's ear. The Klingon grunts in annoyance but turns back to the tour. However, as soon as the Admiral's back is turned, he returns to the computer. McCoy again moves over and is enraged to find the Klingon examining highly confidential aspects of the ship's technical specifications. He firmly forbids the Klingon to use the computer. The Klingon again reacts angrily, but now draws a hidden phaser from his uniform. Security Guards are called in and a fight ensues.

In this scenario, Admiral Kirk must endeavour to capture and render harmless the Klingons and their allies and restore the peace. The Klingons have never had such an opportunity to inspect the Enterprise and will take all steps necessary to further their examination of the ship's specifications.

The other alien races are divided; some dislike the Klingons, others believe that Kirk's actions were unnecessarily provocative and will side with the Klingons.

HOW TO START

This scenario is a two-player one, but more can play if the others play the different alien races. One player is Admiral Kirk, controlling the Enterprise officers, Security Guards and friendly aliens. The other is the Klingon ambassador and will control other sympathetic aliens.

Enterprise Crew: Kirk, Spock, Decker, McCoy and 4 Security Guards.

Klingons & Allies: Each alien ambassador also is accompanied by his bodyguard, thus there are 2 Klingons. The Andorians, Rigellians, Shamin Priests and Zaranites will side with the Klingons.

Other Races Present: Apart from those mentioned above, the other races listed in the *Alien Abilities & Painting Guide* can be used in this scenario. The exact number and types will depend upon the types of figure available and space limitations on the bridge, which is quite crowded although skirmishes will spread to the service corridor surrounding the bridge. A reasonable number would be 3–4 other alien races. These may be Neutral or Peacekeepers (see below). Remember that each race has an ambassador (treat as *Leader*) and one bodyguard (dice for the AF and CF of each bodyguard). It is advised to include at least one of the Deltans, Vulcans or Arcturans.

HOW TO PLAY SCENARIO ONE

A plan of the bridge is provided. Miniatures are placed on this as follows: Admiral Kirk, Mr. Spock and Captain Decker stand by the Visual Display. The two Klingons and Dr. McCoy stand by the computer. Four Security Guards, two on either side, start halfway between the Visual Display and the computer, on the raised walkway around the Command Module section. The other aliens stand in the Command Module area in a crowd. Space is tight!

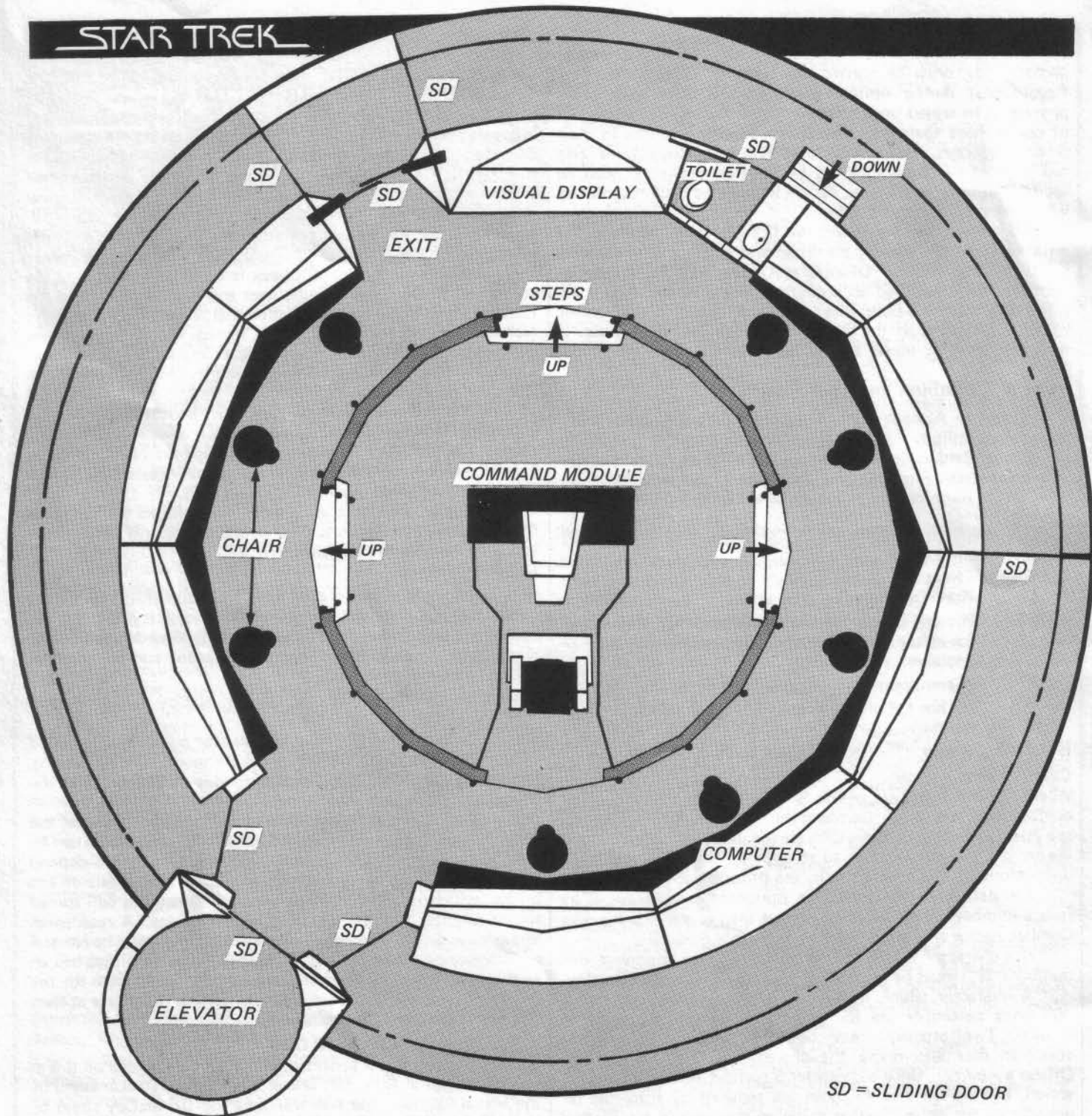
The battle is now started as per the instructions given in the preceding *Rules* section. The following rules relate to this scenario only:

Neutral Aliens

All aliens listed above in the "Other Races Present" section above *except* the Deltans, Vulcans and Arcturians have undetermined allegiances and may be persuaded to either side as the battle progresses. At the start of every turn, their allegiances must be checked by throwing a 6-sided dice once for each race and consulting table A below.

Table A — Alien Allegiance

Die Roll	Allegiance
1, 2	Will side with the Enterprise crew this turn
3, 4	Will remain neutral this turn
5, 6	Will side with the Klingons this turn



SD = SLIDING DOOR

Deltans, Vulcans & Arcturians

In keeping with their philosophies of peace and justice, these races will try as far as possible to intervene and stop fights. They will move every turn towards the nearest *Close Combat* skirmish between two figures. When within ½ in. of the combatants, the dice is rolled *before* the two commence their combat on that turn. A 4, 5 or 6 indicates the figures have been separated (move them 1 in. apart.).

If attacked by any other race during the scenario, they will fight against that race for the rest of the game.

Weapons

The only weapons (phasers) present on the scene are one each held by the two Klingons, the four Security Guards and the two Andorians (hidden in their tunics).

Cover

The normal bridge artifacts may be used for cover. The Security Guards and Klingons wear armour.

WINNING

The game is won by the Enterprise crew when the Klingons, Andorians, Rigellians, Shamins and Zaranites have been overpowered (*stunned*). The Klingons win if they *either* kill Admiral Kirk, Captain Decker and Mr. Spock *or* if they are able to read from the ship's computer on 3 successive turns. A Klingon may read from the computer if his Ability is successfully checked. A Klingon may make two attempts to read per turn if no other action is taken.

ALIEN DESCRIPTIONS & PAINTING GUIDE

Aamazzarites

A race of Therbians from the planet Aamazazara. They have the ability to manufacture all their normal requirements, from furniture to clothing from inside their own bodies using their own body chemistry. They generate their own clothing from out of their mouths.

Painting Guide: Facial Skin: *White*; Other Skin: *Flesh*; Robes: *White*.

Leader — Ability Factor: 15 Combat Factor: 14 Hero's Roll: Yes

Andoreans

A musical people, but with violent tempers. They have blue skin and antennae protrude from their foreheads, which they use to communicate over long distances. Males carry *flabbjellahs*, a combination of musical instrument and weapon.

Painting Guide — Skin: *Blue*; Hair: *Platinum/Gold*; Robes: *White or Black*; Casual Dress: *Purple*.

Leader — Ability Factor: 15 Combat Factor: 17 Hero's Roll: No

Arcturians

Federation allies used to provide infantry for federation forces. They are able to clone each other and therefore all are identical; they can be distinguished only by the colours of their uniforms. They inhabit a gigantic planet and have an enormous population. A very militaristic race; from a population of 100 billion, an army of 20 billion can be ready overnight.

Painting Guide — Skin: *Deep Tan Brown*; Robes: *Cream with Red Trim*.

Leader — Ability Factor: 15 Combat Factor: 17 Hero's Roll: No

Betelgeusians

Tall humanoid creatures measuring over 7ft. Their features combine those of an eagle and a leopard, as they evolved from giant leopard-like birds. Their sharp and deadly claws are used in close combat. They have the bone structure of a condor but walk upright.

Painting Guide — Skin: *Pale Green*; Robes: *Gold with/Red Black/Silver Trim*.

Leader — Ability Factor: 15 Combat Factor: 17 Hero's Roll: Yes

Deltans

From the planet Delta-114, Deltans are hairless. They are poised, proud, and aloof and carry themselves gracefully. They have a keen sense of humour and are extremely advanced. While they achieved earth's present technology a hundred centuries ago, they turned away from the materialism of technology towards the richer rewards of self-realisation and they have learned to live each moment of life to its fullest. They are a sensual race, with senses much more highly developed than humans. Unlike Vulcans they value and delight in emotion, thus when serving with Starfleet, they must take an oath of celibacy. Their advanced intelligence makes them excellent service members; Ilia can handle the most complex spherical trigonometric complexities of space navigation as easily as a human can learn a simple multiplication table. They are great jewelry makers and their jewelry is sold throughout the galaxy.

Painting Guide — Skin: *Flesh*; Robes: *White*

Leader — Ability Factor: 18 Combat Factor: 14 Hero's Roll: Yes

Kazarites

They are from a planet which is a strange mixture of rural simplicity mixed with sophisticated technology. Like shepherds they raise great herds of strange beasts, a sort of combination of camels and goats. They have powers of telekinesis and can transport themselves mentally. They can communicate mentally with animals and are used in the Earth System as Ecologists to look after animals, fish and birds. Their ships are apparently crude, but are run by mental powers.

Painting Guide — Skin: *Brown Tan*; Hair: *White*; Robes: *Spiraling Stripes of Dark Brown, Cream and White Fur*.

Leader — Ability Factor: 14 Combat Factor: 15 Hero's Roll: Yes

Klingons

Enemies of the Federation. They are warlike both in attitude and appearance. Their spines come over their heads and down their foreheads and they are covered in hair.

Painting Guide — Skin: *Brown*; Hair: *Black*; Uniform: *Black*; Armour: *Gun Metal*.

Leader — Ability Factor: 16 Combat Factor: 16 Hero's Roll: Yes

K'Normians

Similar to earthlings but they have an additional brain structure which grows in a kind of structural shell formation on the top of the forehead. They grafted artificially created organs onto the skin and skull giving the appearance of an open brain. This additional brain structure performs functions we are not capable of, including long-distance communication. They also have an

eight sense; they can deal with the dimensions of time and space.

Painting Guide — Skin: *Flesh*; Hair: *Light Brown*; Uniform: *Dark Brown*.

Leader — Ability Factor: 16 Combat Factor: 15 Hero's Roll: Yes
Megarites

A hydrophilic species with a tough skin similar to that of a rhino's hide. They have four lips which incorporate a filtering mechanism with which they strain food from the waters of their planet. It is difficult for them to live away from home, but Federation scientists are able to sustain them by weekly intravenous injections. They are a poetic people, communicating with song-like sounds which are admired in our galaxy; these are musical poems. Most of their possessions are made of jade although their clothing comes from sea animals.

Painting Guide — Skin: *Brown*; Robes: *Black with Gold/Silver Trim*.

Leader — Ability Factor: 16 Combat Factor: 14 Hero's Roll: Yes

Rigellians

They are descended from a race of feathered turtles which learned to walk upright and stand anything from 6ft. to over 7ft. tall. They are unisex and lay eggs. Rigellian Lords are merely political puppets and have no real power. Power lies with the attendants of the race, who serve, feed and care for the Lords.

Painting Guide — Skin: *Reptilian Green*; Dress: *Cream*; Armour: *Black*; Helmet: *Black*.

Leader — Ability Factor: 14 Combat Factor: 15 Hero's Roll: No

Saurians

These lizard-people are able and excellent space officers. Although they have a complicated vocal language of their own, they have learned to communicate in the earth tongue. They are intelligent and can withstand great temperature changes. They are also able to breathe a number of gases. Because of their tolerance to temperature changes, they are extremely valuable in exploration of new areas.

Painting Guide — Skin: *Mauve*; Eyes: *Orange/Yellow*; Tunic: *White*.

Leader — Ability Factor: 16 Combat Factor: 15 Hero's Roll: Yes

Shamin Priests

Originate from O'Ryan's planet, discovered in the 22nd Century by Paddy O'Ryan, a fleeing member of the IRA who stole a spaceship — Ireland was still not free. O'Ryan's planet is a complete theocracy ruled by priests who make prophecies and foretell omens.

Painting Guide — Tunic & Robes: *Black, covered with Rags*; Dark Brown; Metal Armour: *Gold*; Helmet: *Gold*.

Leader — Ability Factor: 16 Combat Factor: 15 Hero's Roll: Yes

Vulcans

Unemotional, scientific people ruled by logic. Unusually powerful and knowledge of anatomy such that Vulcans may disable adversaries with ease. They have a limited mind reading capacity and may communicate on a mind-to-mind basis with any intelligent creature through manual contact. Physical appearance distinguishable by tall stature, solemn expression and pinnate ears.

Painting Guide — Skin: *Dark Flesh*; Robes: *Black with Brown & Gold Trim*.

Leader — Ability Factor: 16 Combat Factor: 17 Hero's Roll: Yes

Zaranites

Live on a planet of fluorine gas, which they breathe. When they visit other planets they must wear breathing masks, which are attached to back packs generating the gas.

Painting Guide — Skin: *Tan*; Robes: *Fawn or Light Grey*; Medallions & Breathing Apparatus: *Gun Metal*.

Leader — Ability Factor: 15 Combat Factor: 15 Hero's Roll: Yes

PAINTING GUIDE TO FEDERATION CREW UNIFORMS

Captain Kirk wears a *pale green* Admiral's uniform when entering the Enterprise, a *grey* uniform with *white* chest when briefing the crew on their mission and a *white* tunic with *grey* trousers when on the bridge. Other crew members wear *sandy brown* or *pale blue* uniforms. Security guards wear *black* armour and Ilia wears a *white* tunic as 'probe' in the film.

