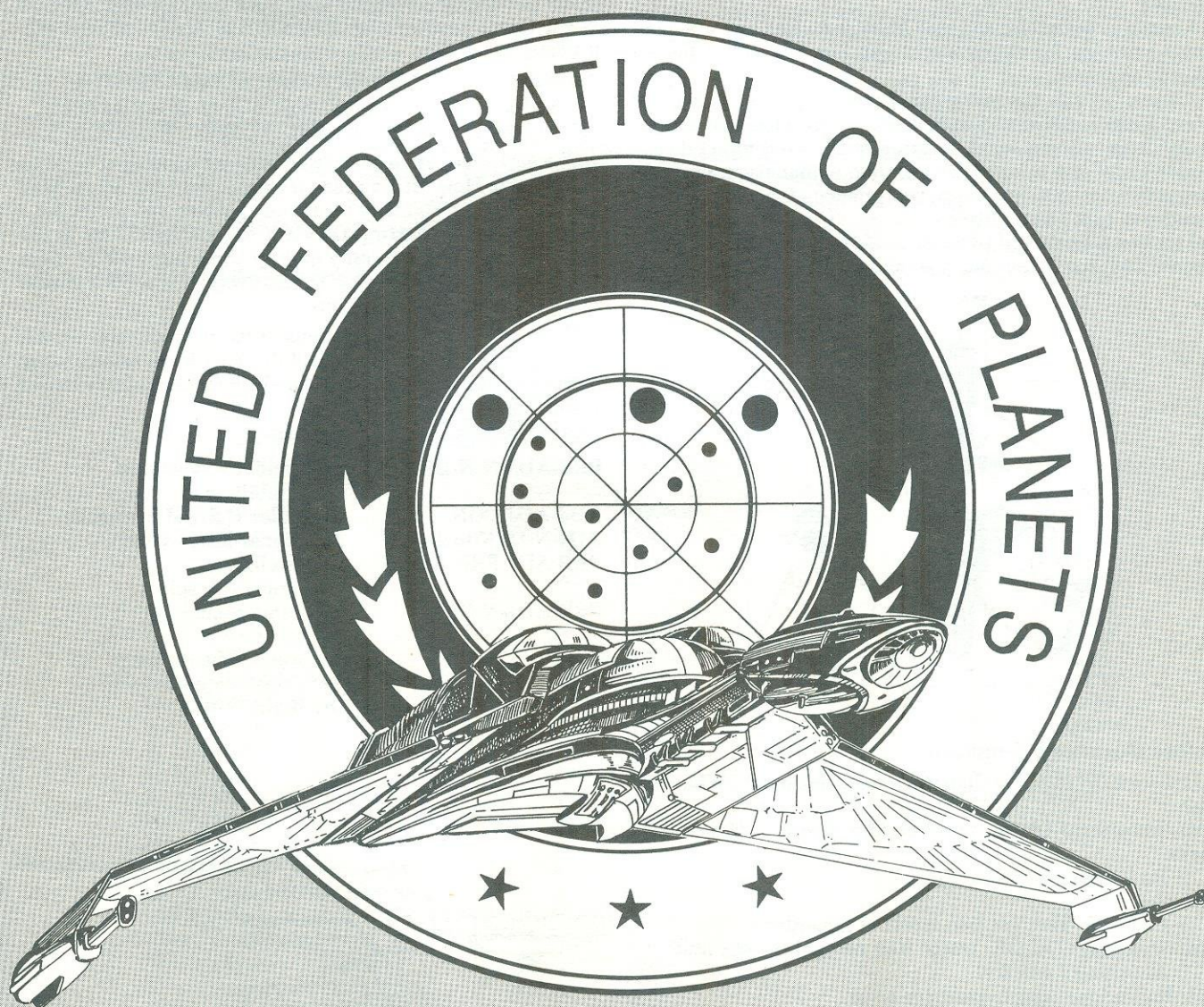


STAR TREK IV

THE VOYAGE HOME

SOURCEBOOK UPDATE



AVAILABLE NOW!

The **STAR TREK IV Sourcebook Update** contains all the information needed to bring your **STAR TREK: The Role Playing Game** campaign up to date. It discusses the opinions of the Klingons, Romulans, and different factions within the Federation regarding Genesis and contains essays about Operation Armageddon, a Star Fleet computer simulation detailing war between the Federation and the Klingon Empires. Sections describe what can be done to prevent the unauthorized use of starships and what sort of military justice the *Enterprise* crew will face when they return to Terra.

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BUZZWORD GENERATOR

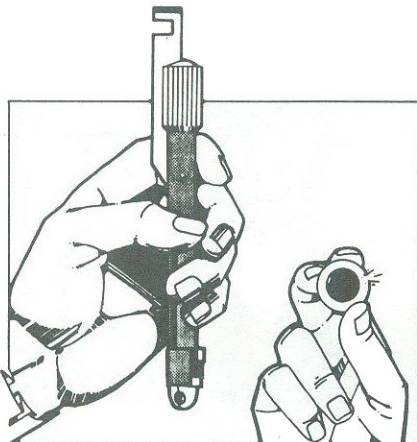
Clarke Johnson

I have always wanted to sound like an erudite alien. I have wanted to chat blithely about advanced scientific items. I wanted Lateral Molecular Synthesizers and Crystallocybernetic technologies to drip from my lips like rain from the roof.

I began to search for a model. Mork from Ork was alien but not convincing. Mr. Spock was erudite but not blithe. Then the Doctor appeared.

I knew he was the one when I heard my first Tangential Warp Ellipse. I strained to hear each Null-phase Delimiter, each Chrono-dimensional Inverter, but I still couldn't do it. I couldn't slip one in or make an alien explanation, or drone incessantly about an unknown science. I needed help. I wanted to talk Doctor Talk.

I needed a Buzzword Generator. Most gamemasters I knew needed one, too. I saw many games go like this:



Before Buzzword Generator

PC1: I stick my head through the hyperdrive hatch. What do I see?

GM: (uncertain) Oh, some wires and modules. Hyperdrive gears.

PC1: Do I recognize anything?

GM: No.

PC2: Come on! He's got two levels of hyperdrive!

GM: (sweating) OK, OK. (rolls) You recognize some stuff.

PC1: Anything I can fix?

GM: Roll under your hyperdrive level.

PC1: (rolls) I made it!

GM: (growling) OK, you fix some stuff and get the ship moving.

What this gamemaster needs is something to produce phrases that are verbally plausible but semantically null. He needs the Buzzword Generator.

To use the BG, you must first establish a pattern. A pattern will tell you how to use the tables of the Generator. For example, in "The Rocky Horror Picture Show," Dr. Scott uses the phrase 'audio-vibratory physio-molecular transport device.' By finding these words on the table we can deduce its pattern to be PREFIX-ADJECTIVE PREFIX-ADJECTIVE DEVICE DEVICE, abbreviated to PRE-ADJ PRE-ADJ DEV DEV.

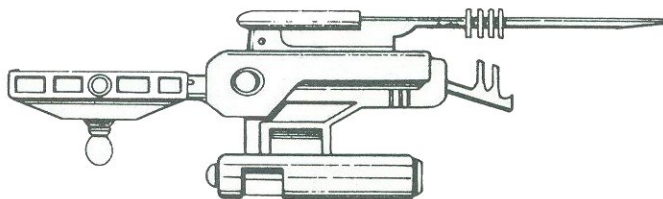
Another example of pattern comes from Doctor Who. The Doctor asks for a Lateral Molecular Synthesizer. Looking into the tables, its pattern is ADJ-ADJ-DEV. Knowing this it is possible to roll dice and create other things he **might** have asked for. Using percentile dice, I get the numbers 20/03/99 and with the pattern find: PARABOLIC HELICAL INTEGRATOR. Now more words with the same pattern.

44/30/86	PLANAR AXIAL ACCELERATOR
58/81/108	DYNAMIC NEGATIVE STABILIZER
19/13/109	HYPERBOLIC ATOMIC SPLITTER

The pattern is crucial. The numbers mean nothing without the pattern. How can you read from the right list if you don't have a pattern? You may create any pattern you prefer but I don't recommend putting DEVICE and CONDITION in the same phrase. You will only end up throwing a lot of them away. Speaking of throwing things away, if you get a phrase that you don't like, toss it out.

There are many combinations, a lot of them utter drivel. What you want here is quality drivel. I have tested many patterns and find that these produce an acceptable drivel quality level.

PATTERN	EXAMPLE
PRE-ADJ-N-N-DEV	neotoroidal wavelength data stabilizer
ADJ-ADJ-CON	molecular charged wormhole
ADJ-N-DEV(tool)*	directional field welder
PRE-ADJ PRE-ADJ N	paleostellar metagnomonic spin
PRE-ADJ-N-DEV	null-dimensional coil toilet (we want someone for a test flush—someone with the Right Stuff.)



Note: Some words on the tables are enclosed in parentheses. This indicates a subtable is available. You may either use the word in parentheses or roll the dice again and read from the subtable. I am indicating subtable use by making the subtable part of the pattern as in DEV(tool). In addition, I have created a pseudoelement subtable. Who wants to try saying Ytterbium when perfectly good element names like Podium and Armementarium are around? The favorite future element around our house is Tedium 925.

Some Scenarios using the BG:

Dalek: You-will-build-an-APOMOLECULAR-TECTONIC-STRESS-MAGNIFIER-or-we-will-ex-ter-min-ate!

Dr.: I can't. The ANTIPROTONIC LIFT POINT is too unstable. It would create a SPECTRAL SPHERICAL VORTEX.

Dalek: CHARGED ATOMIC DECAY is unimportant. Build! or we will kill your friends.

Dr.: All right. Bring me an ALLONEURAL ACCELLERATION HARMONIZER and a MAGNETOSPECTRAL SHIELD ENERGIZER. And be certain the TANGENTIAL PLATE IMPELLER is fully charged.

Not to leave our poor GM of the early example hanging, here he is with new confidence and both buzzword barrels loaded.

PC1: I stick my head through the hyperdrive hatch. What do I see?

GM: (confident) You see the GRAVITATIONAL FLOW NEUTRALIZER, a LINEAR VELOCITY INTEGRATOR, a couple of NUCLEAR GUIDANCE ELEMENTS and a KINETIC IMPULSE TIMER.

PC1: (uncertain) Do I recognize any of this stuff?

GM: No.

PC2: Come on! He's got two levels of hyperdrive!

GM: (cool) I know. It was all theory. He doesn't know a COSMIC DRAG BATTERY from an OPTICAL IMPULSE PIN.

PC1: Do I see anything I can fix?

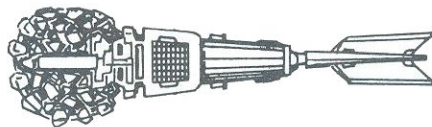
GM: (rubbing it in) Yes. The maintenance light over the hatch is burned out. You could fix that.

PC2: What do the diagnostics say?

GM: The TRANSVERSE FLUX METER indicates a KINETIC RESISTANCE NEGATION. The computer says to go to a spaceport. It takes hyperdrive 14 to fix it.

Of course, the GM need not tell the players that it takes Hyperdrive 14 to **fix** and only hyperdrive 1 to **replace**.

The generator may also be used as a seed generator for ideas. Choose one word or phrase, allow it the chance to exist by asking how it might function, and then build around it. As an example, let's use the APOMOLECULAR TECTONIC STRESS MAGNIFIER cited above. Breaking this down, it becomes a device for intensifying continental plate forces at the molecular level. At its simplest, a volcano maker; at its most complex...? What do the Daleks want one for, anyway? What if the Doctor appeared on a planet that hadn't had a quake for three million years and was met by an aftershock? What if the TARDIS materialized at the epicenter of a planetary quake, say, Richter 9? I have already used this seed idea process very successfully, to the chagrin of many.



PREFIX LIST (PRE)

1. Di-
2. Bi-
3. Tri-
4. Tetra-
5. Poly-
6. Multi-
7. Uni-
8. Infra-
9. Para-
10. Ultra-
11. Over-
12. Trans-
13. Hyper-
14. Mono-
15. (other #)
16. Dual
17. Anti-
18. Chrono-
19. Quasi-
20. Geo-
21. Auto-
22. Homo-
23. Homeo-
24. Allo-
25. Pan-
26. Holo-
27. Proto-
28. Stereo-
29. Tele-
30. Exo-
31. Phono-
32. Iso-

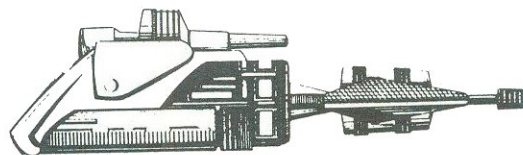
33. Macro-
34. Sub-
35. Audio-
36. Physio-
37. Psycho-
38. Meta-
39. Ambi-
40. Helio-
41. Co-
42. Cosmo-
43. Astro-
44. Apo-
45. Peri-
46. Endo-
47. Micro-
48. Uni-
49. Electro-
50. Cryo-
51. Servo-
52. Semi-
53. Omni-
54. Ortho-
55. Radio-
56. Thermo-
57. Dia-
58. Logo-
59. Gyro-
60. Hemi-
61. Demi-
62. Ecto-
63. Meso-
64. Epi-
65. Photo-
66. Inter-
67. Intra-
68. Bio-

69. Spectro-
70. Recto-
71. Parallelo-
72. Rhombo-
73. Trapezo-
74. Puncto-
75. Paleo-
76. Contra-
77. Circum-
78. Magneto-
79. Hypo-
80. Supra-
81. Neo-



**ADJECTIVE
LIST
(ADJ)**

- | | | |
|-------------------|---------------------|--------------------|
| 1. Polar | 26. Magnetic | 55. Electrical |
| 2. Lateral | 27. Stellar | 56. Cryogenic |
| 3. Helical | 28. Terminal | 57. Static |
| 4. Spherical | 29. External | 58. Dynamic |
| 5. Symmetrical | 30. Axial | 59. Tectonic |
| 6. Absorbant | 31. Trigonometric | 60. Osmotic |
| 7. Reflective | 32. Equatorial | 61. Cylindrical |
| 8. Internal | 33. Directional | 62. Pyramidal |
| 9. Solar | 34. Optical | 63. Graphic |
| 10. Orbital | 35. Vibratory | 64. Galactic |
| 11. Cellular | 36. Universal | 65. Hydraulic |
| 12. Molecular | 37. Cosmic | 66. Porous |
| 13. Atomic | 38. Conic | 67. Toroidal |
| 14. Nuclear | 39. Thermal | 68. Neural |
| 15. Sonic | 40. Genetic | 69. Harmonic |
| 16. Dimensional | 41. Somatic | 70. Pneumatic |
| 17. Spacial | 42. Mnemonic | 71. Spectral |
| 18. Temporal | 43. Gnomonic | 72. Data |
| 19. Hyperbolic | 44. Planar | 73. Synthetic |
| 20. Parabolic | 45. Linear | 74. Peripheral |
| 21. Tangential | 46. Circular | 75. Osmic |
| 22. Microscopic | 47. Stage | 76. (particle)-ic |
| 23. Cybernetic | 48. Crystalline | 77. Transverse |
| 24. Inertial | 49. (element name) | 78. Catalytic |
| 25. Gravitational | 50. Sinister/Dexter | 79. Kinetic |
| | 51. Plastic | 80. Virtual |
| | 52. Chronic | 81. Negative |
| | 53. Mechanical | 82. Positive |
| | 54. Charged | 83. Navigation(al) |



**NOUN LIST
(N)**

- | | | |
|---------------------|-----------------|------------------|
| 1. Guidance | 29. Helix | 61. Conduction |
| 2. Stress | 30. Spin | 62. Reduction |
| 3. Modulation | 31. Charge | 63. Osmosis |
| 4. Field | 32. Form | 64. Parallax |
| 5. Density | 33. Function | 65. Logic |
| 6. Particle | 34. Tissue | 66. Friction |
| 7. Wave | 35. Solid | 67. Fluid |
| 8. Transformation | 36. Liquid | 68. Shock |
| 9. Energy | 37. Gas | 69. Amplitude |
| 10. Shield | 38. Plasma | 70. Motion |
| 11. Flux | 39. Force | 71. Memory |
| 12. Flow | 40. Discharge | 72. Data |
| 13. Ion | 41. Rocket | 73. Information |
| 14. (particle name) | 42. Wavelength | 74. Impulse |
| 15. Space | 43. Frequency | 75. Acceleration |
| 16. Time | 44. Shift | 76. Signal |
| 17. Mass | 45. Plate | 77. Impact |
| 18. Warp | 46. Plane | 78. Resonance |
| 19. (energy weapon) | 47. Drag | 79. Inverse |
| 20. Fuel | 48. Lift | 80. Quantum |
| 21. Mix | 49. Gravity | 81. Stasis |
| 22. Velocity | 50. Radiation | 82. Fusion |
| 23. Vector | 51. Exhaust | 83. Fission |
| 24. Phase | 52. Circulation | 84. Feedback |
| 25. Transfer | 53. Compression | 85. Shift |
| 26. Storage | 54. Vacuum | 86. Compound |
| 27. Translation | 55. Pressure | 87. Extract |
| 28. Coil | 56. Impedance | 88. Dilation |
| | 57. Bias | 89. Synthesis |
| | 58. Voltage | 90. Fuel |
| | 59. Digital | 91. Storage |
| | 60. Convection | 92. Chain |

DEVICE LIST (DEV)

1. Linkage
2. Thruster
3. Amplifier
4. Energizer
5. Generator
6. (motor)
7. System
8. Assembly
9. Controller
10. Inducer
11. Drive(r)
12. Reflector
13. (engine)
14. Refractor
15. Detector
16. Receiver
17. Transmitter
18. Transformer
19. Projector
20. Damper
21. Spanner
22. Screwdriver
23. Sampler
24. Timer
25. Sensor
26. Viewer
27. Device
28. (circuit or portion)
29. Transporter
30. Neutralizer
31. Enhancer
32. Equalizer

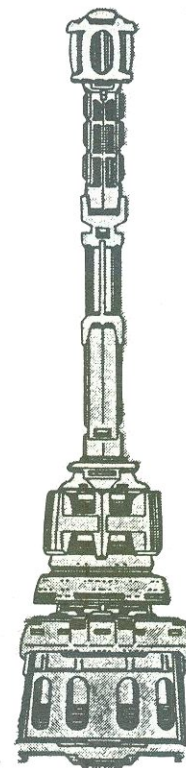
33. Overdrive
34. Inverter
35. Translator
36. Gear
37. Inhibiter
38. Motivator
39. Transducer
40. Transponder
41. Translocator
42. Limiter
43. Chiller
44. Magnifier
45. Minimizer
46. Oscillator
47. Scope
48. Insulator
49. Welder
50. Joint
51. Compressor
52. Elevator
53. Processor
54. Beam
55. Pump
56. Lens
57. (robot or type)
58. Transport
59. Eliminator
60. Battery
61. Conductor
62. Convector
63. Reducer
64. Meter
65. Antenna
66. Node
67. Lubricant
68. Coolant
69. (gun)

70. Igniter
71. Reactor
72. Atomizer
73. Sterilizer
74. Explosive
75. Valve
76. Bearing
77. Housing
78. Modifier
79. Modulator
80. Ionizer
81. (tool name)
82. Suit
83. Scrambler
84. Decoder
85. Network
86. Accelerator
87. Filter
88. Armor
89. Ray
90. Synchronizer
91. Harmonizer
92. Polarizer
93. Multiplier
94. Vault
95. Mixer
96. Integrator
97. Extractor
98. Element
99. Synthesizer
100. Array
101. Delimiter
102. Toilet
103. Cell
104. Point
105. Stabilizer
106. Splitter

CONDITION LIST (CON)

1. Balance
2. Stability
3. Flow
4. Flux
5. Transmission
6. Continuity
7. Displacement
8. Imbalance
9. Instability
10. Inversion
11. Implosion
12. Discontinuity
13. Storm
14. Doorway
15. Pressure
16. Vortex
17. Warp
18. Precession
19. Drift
20. Maelstrom
21. Gateway
22. Negation

23. Rift
24. Rip
25. Deviation
26. Dissonance
27. Deterioration
28. Decay
29. Distortion
30. Wormhole
31. Hole
32. Tear
33. Inequality
34. Reversion
35. Involution
36. Reduction
37. Disintegration
38. Leakage
39. Fracture
40. Fault
41. Dispersion
42. Diffusion
43. Rupture
44. Separation
45. Evasion
46. Disruption
47. Stasis
48. Excitation
49. Quirk
50. Pulse



ELEMENT SUBTABLE

1. Plasmodium
2. Brachium
3. Clostridium
4. Corium
5. Delirium
6. Lutium
7. Effluvium
8. Endometrium
9. Parametrium
10. Myometrium
11. Ischium
12. Lugubrium
13. Hypanthium
14. Abscintum
15. Actium
16. Adamantium
17. Aecium
18. Aecidium
19. Venerium
20. Lycopodium
21. Manubrium
22. Allium
23. Allodium
24. Alluvium
25. Nostrum
26. Ostium
27. Precordium
28. Psyllium
29. Sursumcordium
30. Odium
31. Sanatorium
32. Senium
33. Sensorium
34. Postludium

PARTICLE SUBTABLE

1. electron
2. betatron
3. graviton
4. hadron
5. hyperon
6. kaon
7. lambdatron
8. meson
9. mesotron
10. muon
11. neutrino
12. omegatron
13. phi-meson
14. photon
15. pion
16. positron
17. proton
18. quark
19. rhon
20. sigmatron
21. strangeon
22. tau-meson
23. xion
24. antielectron
25. antineutrino
26. antineutron
27. antiproton
28. antiparticle
29. hysteron

35. Solarium
36. Armamentarium
37. Atrium
38. Euphonium
39. Indusium
40. Panjandrum
41. Arcanum
42. Pandemonium
43. Paramecium
44. Phonibolonium
45. Folium
46. Trifolium
47. Librium
48. Valium
49. Vomitorium
50. Archegonium
51. Sympodium
52. Ommatidium
53. Anthurium
54. Delphinium
55. Podium
56. Monopodium
57. Equilibrium
58. Tympanum
59. Preludium
60. Interludium
61. Oblivium
62. Hysterium
63. Harmonium
64. Opprobrium
65. Pablum
66. Quadrennium
67. Tedium
68. Bdellum
69. Exordium
70. Hypochondrium
71. Eludium
72. Inertrium
73. Ultronium

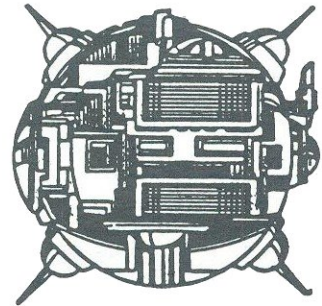


ROBOT SUBTABLE

1. robot
2. robotoid
3. android
4. waldo
5. cyberion
6. bot
7. humanoid
8. humot
9. servo
10. mechanical
11. logic
12. mech
13. cyborg
14. drone
15. automaton

ENERGY WEAPON SUB- TABLE

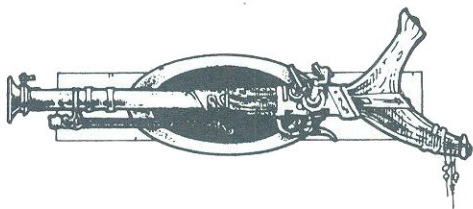
1. laser
2. phaser
3. disruptor
4. blaster
5. disintegrator
6. Delameter
7. fusion gun
8. plasma rifle
9. Darlene rifle
10. stunner
11. implosion gun
12. death ray
13. gauss rifle
14. maser
15. hellbore
16. graser
17. x-laser
18. tonite gun
19. coagulator
20. tarp



Darlene Rifle: Each shell contains a teleportation device. As soon as the shell leaves the muzzle, it teleports to the target, giving full muzzle velocity impact. From **For Texas and Zed** by Zach Hughes.

GUN SUBTABLE

1. barrel
2. slide
3. sear
4. grip
5. magazine
6. sight(s)
7. trigger
8. breech
9. chamber
10. extractor
11. stock
12. cylinder
13. battery
14. bolt
15. butt
16. cock
17. safety
18. carriage
19. muzzle
20. lock
21. receiver
22. hammer
23. pin



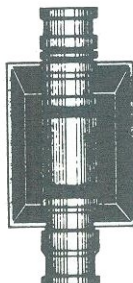
TOOL SUBTABLE

1. screwdriver
2. welder
3. joiner
4. cutter
5. drill
6. saw
7. wrench
8. driver
9. shear
10. lathe
11. reamer
12. mill
13. press
14. pliers
15. spanner
16. plane
17. shaper
18. edger
19. gouge
20. puller
21. ram
22. lance
23. scoop
24. punch
25. borer
26. bar



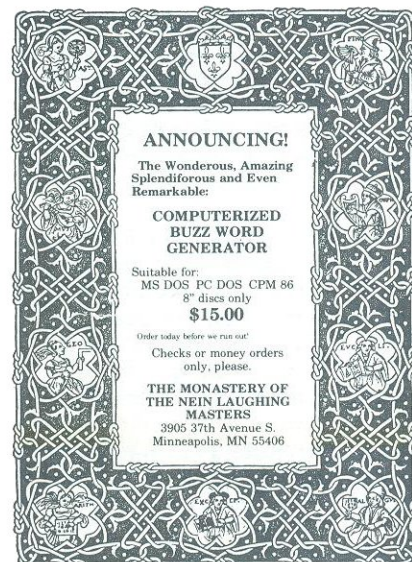
ENGINE SUBTABLE

1. impeller
2. brake
3. arm
4. line
5. igniter
6. compressor
7. radiator
8. distributor
9. pin
10. sleeve
11. shifter
12. linkage
13. chain
14. belt
15. shaft
16. rod
17. pulley
18. gear
19. pump
20. cam
21. roll(er)
22. bearing
23. housing
24. valve
25. transmission
26. pinion
27. piston
28. spider
29. segment
30. clutch
31. bracket
32. mounting
33. pawl
34. servo
35. spring
36. differential
37. filter
38. timer
39. coil
40. rotor
41. motivator
42. generator
43. cylinder
44. battery



MOTOR SUBTABLE

1. coil
2. rotor
3. resistor
4. motivator
5. generator
6. inductor
7. capacitor
8. display
9. bank
10. array
11. conductor
12. tube
13. transformer
14. meter
15. antenna
16. oscillator
17. switch
18. amplifier
19. detector
20. receiver
21. transmitter
22. sensor
23. viewer
24. neutralizer
25. equalizer
26. inhibitor
27. transducer
28. insulator
29. modulator
30. ionizer
31. scrambler
32. decoder
33. synchronizer
34. multiplier
35. divider
36. mixer
37. element
38. monitor
39. loop
40. filter
41. timer



"8" discs only" for CPM 86 only.