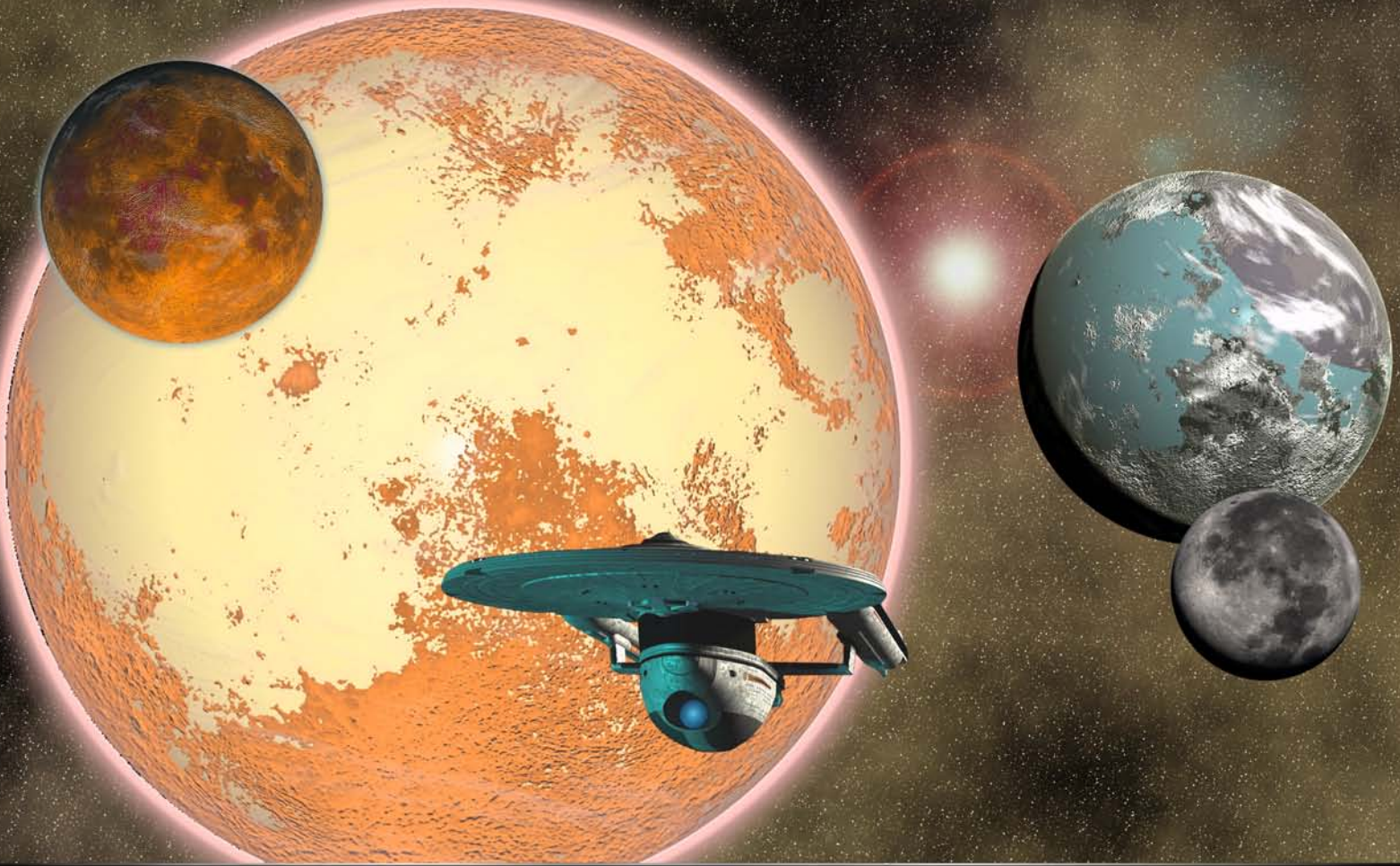


# BEYOND

THE FINAL FRONTIER



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THE UNOFFICIAL

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# STAR TREK

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ROLEPLAYING GAME WEBZINE

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## FROM THE EDITOR

Greetings, Salutations.... Hello All!

The time has finally come...Decipher has published a new Star Trek RPG product: *Worlds*. Sure its in PDF format, but hey its cheaper than the print book and we get the info we've been waiting for (waiting for quite some time I might add). Kudos to Kieran Yanner and the others who put a heck of a lot into publishing the work for us fans—Thanks a lot, guys (and gals).

Now on to the stuff you've been waiting patiently for...this issue contains a series outline for an intelligence-based or Special Ops group, the final system in the sector I outline a number of issues ago, an article about Tours of Duty, another NPC, an Academy class outline, and new technology.

So have fun and I hope these inspire you for your own games.

Happy Gaming!

*Gandalf Of Borg*



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## BEYOND THE FINAL FRONTIER

<i>From The Editor</i>	02
<i>Tour of Duty - Post Academy Advancement for the CODA System</i> —By Doug Burke	03
<i>New Technology: Multi-Dimensional Tactical Display</i>	07
<i>Starfleet Academy Course Outline</i>	07
<i>The Battle For Trill: Campaign Overview</i> —By Paul Haring	08
<i>Around The Galaxy - Szora-Kodal (Beta Cygni)</i>	12



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## TOUR OF DUTY: POST-ACADEMY ADVANCEMENT FOR THE CODA SYSTEM

### BY DOUG BURKE

This system, adapted from the FASA character generation system, provides a more in-depth chronicling of a character's experiences before the beginning of a series. To be honest, the system covers a little more than post-Academy experience. The "Cadet Cruise" is also covered, as are Department Head and Command Schools (the latter of which we saw in the field in "Thine Own Self" (TNG), when Deanna Troi took the "Commander's Test"). This is intended as an addendum to the character creation process, not a replacement for it. When making a character with these additions, one should insert this process in place of (well, actually, in accompaniment to) applying pre-game advancements.

#### Cadet Cruise

During his tenure at Starfleet Academy, each Cadet is given at least one field assignment, some times referred to as a "Cadet Cruise." During the cruise, the officer-in-training holds the rank of Midshipman. It is a mark of special achievement to be passed after only one cadet cruise as often a cadet will not have sufficiently demonstrated himself in a single cruise. In such a case, he will be required to take a second, or even a third cruise; this is neither unusual nor a mark against the cadet.

Of course, the choicest assignments are aboard a flagship class starship; other exploration and military missions are also desirable, with colonial and transport assignments the least favored.

TABLE 01: CADET CRUISE TIMING

Roll [1d6]	Result	Modifiers:
<2	Freshman (Year 1)	Int 9+ -2
3-4	Sophomore (Year 2)	Int 8 -1
5-7	Junior (Year 3)	Per Previous Cadet Cruise: +2
8+	Senior (Year 4)	Per Edge -1
		Per Flaw +1

Modifiers are applied for Intellect and appropriate traits (see the sidebar on the next page) as indicated. A cadet can only have one cadet cruise per year of the Academy (note that each successive cruise will take place in a later year). The exception, of course, is the senior year.

The type of mission undertaken on the cadet cruise is determined by rolling 3d6 on *Table 2: Cadet Cruise Assignment* (again modified for Intellect and appropriate traits).

#### Cruise Results

A cadet's cruise assignment has an effect on his ultimate performance. A cadet on an exploration or military mission has more opportunities to distinguish himself, and the officers aboard from whom he receives his training are usually a cut above the rest.

### ASSIGNMENTS

Throughout the course of this article, various types of assignments are discussed. Below are found explanations of each different assignment type.

**Flagship Class:** The most prestigious of postings. The character serves aboard a ship of the same class as the flagship of the fleet. Some examples include the Constitution-class (2245-2293), Excelsior-class (2293-2330), Ambassador-class (2330-2363), the Galaxy-class (2363-2372) and the Sovereign-class (2372-??).

**Exploration Mission:** Service expanding the Federation and Starfleet's knowledge of what's out there. Mapping, surveying, first contacts and more. Some example ship types include explorers, cruisers, surveyors and scouts.

**Military Mission:** Patrol, defense and (in times of trouble) outright warfare. Fighting ships and desperate situations, the meat and drink of the fighting officer. Example ship types include cruisers, destroyers, frigates, scouts and some times escorts.

**Colonial Missions:** Carrying settlers to new colonies and keeping them supplied. Long periods of inactivity interspersed with more intense domestic troubles. Example postings include scouts, transports, escorts and the colonies themselves.

**Transportation Mission:** The defense and movement of goods throughout the Federation. Sometimes referred to as "Merchant Marine duty." Example postings include transports, escorts and sometimes space stations.

**Starbase Duty:** Posting to a starbase or outpost. Dealing with transient spacers, local inhabitants, plus the assignment and deployment of Starfleet resources. Usually involves space stations, but some starbases are planetary in nature.

**Academy Duty:** The character serves as an instructor at Starfleet Academy. They occupy their time training cadets to be ready for whatever they may face in Starfleet duty. This not only includes actually teaching classes and drilling cadets, but also the crewing of the ships in Starfleet's Training Command (like the USS Enterprise in Star Trek II).

To find out the results of a character's cadet cruise, roll 3d6, apply any modifiers and consult Table 3: Cadet Cruise Results. Note: Any Edges gained from the cadet cruise are in addition to the limitations imposed on character creation.

### APPROPRIATE TRAITS

Certain traits, when demonstrated, can either improve or impair a character's chances of getting better assignments or reviews.

Edges: Bold, Confident, Fame, Fit, Friendly, Resolute, Shrewd, Thinker

Flaws: Arrogant, Bloodlust, Dim-Witted, Dullard, Infamy, Proud, Reckless

**TABLE 02: CADET CRUISE ASSIGNMENT**

Roll [3d6]	Result	Modifiers:
<4	Flagship Class Starship	Int 9+ -2
5-6	Exploration Mission	Int 8 -1
7-10	Military Mission	Per Previous Cadet Cruise: +2
11-14	Colonial Mission	Per Edge -1
15+	Transportation Mission	Per Edge -1

### Cruise Results

A cadet's cruise assignment has an effect on his ultimate performance. A cadet on an exploration or military mission has more opportunities to distinguish himself, and the officers aboard from whom he receives his training are usually a cut above the rest.

To find out the results of a character's cadet cruise, roll 3d6, apply any modifiers and consult *Table 3: Cadet Cruise Results*. Note: Any Edges gained from the cadet cruise are in addition to the limitations imposed on character creation.

**TABLE 03: CADET CRUISE RESULTS**

Roll [3d6]	Result	Modifiers:
<4	Flagship Class Starship	Int 9+ -2
5-6	Exploration Mission	Int 8 -1
7-10	Military Mission	Per Previous Cadet Cruise: +2
11-14	Colonial Mission	Per Edge -1
15+	Transportation Mission	Per Edge -1

### Post-Academy Experience

After graduation, an officer will have one or more assignments before attending Department Head or Command Schools. There will also be other assignments prior to their ultimate assignment to the series' ship

Normally, those in higher positions of responsibility will tend to have more experience in the field. Since the Narrator and the player have determined what position and rank the character is destined to hold in the series, it's only necessary to determine how long it took to get there and what advancements were taken along the way.

First, the player must determine how many tours of duty the character will serve between Academy graduation and the beginning of the series. Each tour is usually served on a different ship or base. Then it is necessary to determine the length of these assignments and the reports and reviews that were filed on the officer's efficiency. Lastly, determine how many advancements were earned and apply them.

This information can be used to fill in the background of the character and should be used judiciously. Perhaps two or more of the PCs served together previously, or a character distinguished himself in some way during a past assignment.

### Number of Tours Served

The number of tours served is modified by Intellect, destined rank, destined position, and applicable traits. Characters destined for advanced ranks will serve more tours, as will those destined for high positions.

To find out how many tours your character served in all, roll 1d6-1 (minimum of 1). Modify the result as shown on Table 4: Tour Number Modifiers to find the total number of postings.

**TABLE 04: TOUR NUMBER MODIFIERS**

Int 8+	-1
Destined Rank:	
Ensign	-1
Lieutenant Junior Grade or Lieutenant	0
Lieutenant Commander or Commander	+1
Captain	+2
Commodore/Rear Admiral (Lower Half) or Higher	+3
Destined Position:	
Commanding Officer or First Officer	+2
Department Head	+1
Flagship Officer	+1
Per Edge	-1
Per Flaw	+1

## Tour Assignments

The posting of each tour is determined, in part, by applicable traits and the results of the previous tour. For a character's first tour, the results of his cadet cruise will influence the assignment. For all other tours, Officer Efficiency Reports (see below) take effect.

### First Tour Assignment

Roll 3d6 to determine the type of the first tour's assignment, applying the appropriate modifiers and consulting Table 5: First Tour Assignment.

**TABLE 05: FIRST TOUR ASSIGNMENT**

Roll [3d6]	Result	Modifiers:	
<4	Flagship Class Starship	Per Edge	-1
5-6	Exploration Mission	Per Flaw	+1
7-8	Military Mission	For Cadet Cruise Results:	
9-12	Colonial Mission	High Honors	-4
13+	Transportation Mission	Honors	-2

### Officer Efficiency Reports

After an officer completes a tour of duty, his superior writes a report describing his efficiency. This report determines what kind of assignment the officer will get for his next tour. Traits and Intellect can affect the results of an OER.

To find the results of a tour, roll 3d6, apply any modifiers and consult *Table 6: Officer Efficiency Reports*. Repeat this process for each tour.

**TABLE 06: OFFICER EFFICIENCY REPORTS**

Roll [3d6]	Result		
<4	Outstanding		
5-6	Excellent		
7-14	As Expected		
15-16	Fair		
17+	Poor		

**TABLE 07: ADDITIONAL TOUR ASSIGNMENTS**

ASSIGNMENT	-4 OR LESS	-2 TO -3	-1 TO +1	+2 TO +3	+4 OR MORE	MODIFIERS	
Flagship Class Starship	3-6	3-5	3	---	---	Per Edge	-1
Exploration Mission	7-9	6-8	4-5	3	---	Per Flaw	+1
Military Mission	10-12	9-12	6-7	4-5	3	For OER Results: Outstanding	-3
Colonial Mission	13-14	13-14	8-12	6-10	4-10	Outstanding Excellent	-2
Transportation Mission	15-16	15-16	13-16	11-17	11-17	Excellent As Expected	0
Starbase Duty	17	17	17	18	18	As Expected Fair	+2
Academy Duty	18	18	18	---	---	Fair Poor	+3

## Other Tour Assignments

For every tour after the first, there is a chance the officer will be posted to a starbase or back to the Academy. Good OE Reports and favorable traits will give the character a better chance of getting the more choice assignments.

To find the next tour assignment, first figure the total modifiers to determine which column to use on *Table 7: Additional Tour Assignments*. Roll 3d6 and consult the column determined for the assignment type.

### Tour Length

Each tour of duty lasts for two to seven years, depending on the duties that ship or station undertakes. Because this length is random (there is no way of knowing ahead of time how long a tour will be), to find the tour length in years, roll 1d6+1.

### Advancement

Advancements are earned for every two years of duty, with flagship class assignments doubling that total. For postings to Starfleet Academy, add one level to one professional skill to reflect new insights gained from teaching the subject. For starbase duty, add one level to Enterprise: Administration. For transportation missions and starbase assignments, add one level to either Enterprise: Streetwise, Enterprise: Business, or Gaming.

Furthermore, cadets who take more than one cadet cruise also gain experience in Either Streetwise, Business or Gaming, as they see the different between the real world and the ivory tower world of the Academy. Character who pass their first cadet cruise are assumed to have spent more-than-expected time in performance of their duties, thus cheating themselves out of the real-world experience the cruise is, in part, intended for.



These totals are summarized on *Table 8: Post-Academy Advancements*. It is suggested that any advancements for time served and any skill levels noted be applied at the end of the tour in question. If the tour was of odd-numbered length, retain the odd year and add it to the next tour for the purposes of determining advancements only (thus, if you had a five-year tour and then a three-year tour, you would get two advancements from each tour).

**TABLE 08: POST-ACADEMY ADVANCEMENTS**

For Service:	
Per 2 Years	1 Advancement
Per 2 Years - Flagship Class Starship	+1 Advancement
Per Tour as Academy Instructor	Any Professional Skill +1
Per Tour of Starbase Duty	Enterprise: Administration +1
Per Tour of Transportation Mission or Starbase Duty	Enterprise: Business +1 [OR]
Starbase Duty	Enterprise: Streetwise +1 [OR]
Academy Duty	Gaming +1
For Cadet Cruise Results:	
Per Cruise Beyond The First	Enterprise: Business +1 [OR]
	Enterprise: Streetwise +1 [OR]
	Gaming +1

**DEPARTMENT HEAD SCHOOL**

Prerequisites: Promotion 1  
 Skills: Computer Use +1  
 Enterprise: Administration (Starfleet) +1  
 Traits: Command

**COMMAND SCHOOL**

Prerequisites: Command Officer Elite Profession  
 Department Head School  
 Promotion 2  
 Skills: Law +1, Negotiate +1  
 Tactics +1  
 Traits: Command  
 Promotion

**Character Age**

Simply add together the length of any tours of service and add to 22 (26 if a medical officer) to determine the character's age.

**Department Head School**

Any character destined to become a department head on a starship or space station should pass this course, which is taken alongside their normal duties. An officer must have a minimum rank of Lieutenant, Junior Grade to take Department Head School.

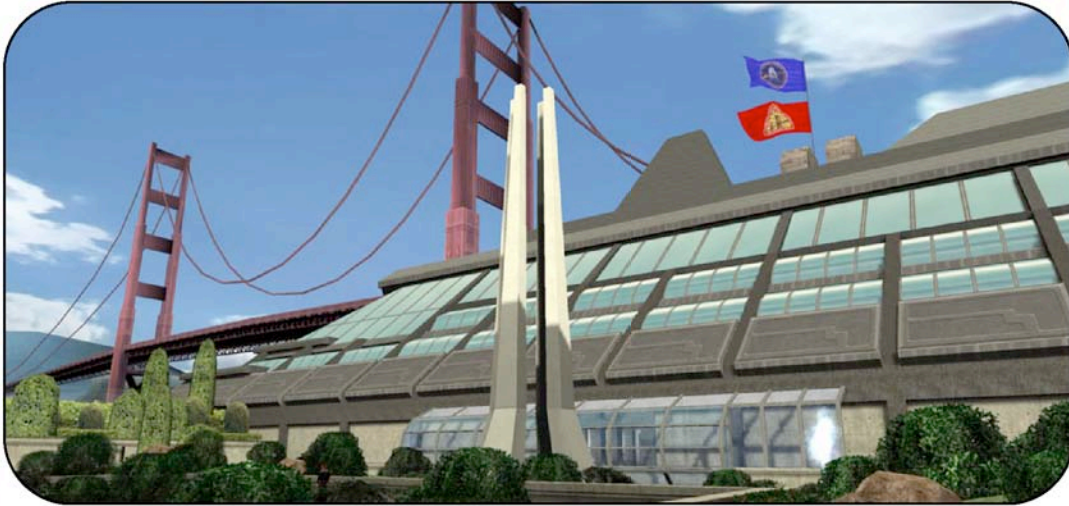
The training costs one advancement and is considered to happening concurrently with the tour it was taken during. Once complete, simply take the skills and traits listed to the right.

**Command School**

Officers who desire command experience, whether destined for a captaincy or executive officer's berth, or even those who command a bridge watch on a starship, must take Command School. Like Department Head School, this course of study is taken parallel to any other duties the officer may have. The final exam, often called the "commander's test," automatically qualifies an officer who passes it for a one-grade promotion.

An officer must hold at least the rank of Lieutenant to take Command School training. The training costs one advancement and is considered to happening concurrently with the tour it was taken during. Once complete, simply take the skills and traits listed to the right.





## NEW TECHNOLOGY: MULTI-DIMENSIONAL TACTICAL DISPLAY

The MDTD is an advanced AI program integrated with a 3-D holographic display. It analyzes the opponent's posture for recognizable maneuvers and gambits, theorizes courses of action, and provides recommendations to the commanding officer. These recommendations come from the integrated tactics library which is updated after every combat encounter. The recommendations given by the computer come from the combined influence of all encountered species tactics so some maneuvers may not be immediately recognizable by the user(s). Using the information processed by the AI, the display will show current headings and projected headings based off of its theories in a color-coded fashion. The 3-D display is projected in the space between the captain's chair and the forward stations of helm and ops.

### MULTI-DIMENSIONAL TACTICAL DISPLAY

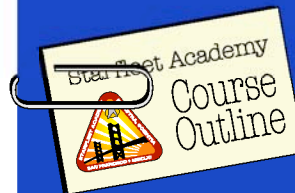
#### Abilities:

- +1 Bonus to Tactic (Space) Tests
- +1 Bonus to Tactic (Space) Tests for Subsequent Tactical Encounters with Same Species (cumulative)
- +1 Combat Maneuver of Any Type per Round
- +2 TN to All Opposing Command Maneuvers

### ENHANCED DEFLECTOR DISH

- +1 Protection to Shields v. Attacks from Minor Weapons of Technology
- Inferior to Phasers, Photon/Quantum Torpedoes, Dis

## STARFLEET ACADEMY - LCARS ACCESS



## PURPOSE

To work with the *Daystrom* Institute to incorporate new technology into the *USS Boothby*.

#### Goals:

1. Learn how to work with civilians.
2. Learn how to perform operations and conduct experiments with new technology.

#### Starship Duty Final:

1. Redezvous with the SS *Hawking*, the *Daystrom* Institute's starship for testing engineering and scientific equipment.
2. Under the supervision of the *Daystrom* staff and Lt. Mavik, install the new Multidimensional Tactical Display and enhanced deflector dish.
3. Perform tests as laid out by the Institute.

# THE BATTLE FOR TRILL: CAMPAIGN OVERVIEW

## A CODA STAR TREK RPG CAMPAIGN

By Paul Haring (PCH001@gmail.com)

### Introduction

As an outline for a series, this article will be different from typical episode outlines. It will be more of a general discussion about the series as a whole, suggestions for crewmembers (PC or NPC), suggestions for house rules, as well as some custom-made equipment and elite professions. Each episode outline to come is meant to be a part of this series, but with a bit of tweaking, can be introduced into many others. Most can be accomplished in one evening session of about five hours; however, others may take much longer. The exact pace of each episode is, of course, dependent on your party, its size, and the focus of the players.

*NOTE: This entire series has been played and revised to its current form based on the actual play. When I ran this series, we averaged four moderately-focused players, playing the game once a week for an average of five hours, though the finale did go for almost ten.*

So, let's get started...the series is: *The Battle For Trill*.

### Series Setting

It is the year 2374 and the Dominion war has raged for just over a year. Already, the combined forces of the Federation, Romulan, and Klingon fleets have suffered close to three million casualties at the hands of the Dominion and Cardassian fleets and more die by the hundreds each day. Strategically, the Dominion forces are doing well also. Using their ruthless tactics, Jem'Hadar forces have penetrated deep into Federation space and seized many key sectors, outposts, installations, and member worlds including Betazed, Andor, Trill, and Bolarus.

Starfleet does not abandon its members and allies nor has the plight of the planets under enemy control gone unheard. Though Starfleet does not currently have the resources to mount a full planetary liberation force, they are not giving up and other methods are being used to retake lost ground. The PCs are Starfleet Marines formed into a Special Forces ground unit trained in the elements of small team logistics including reconnaissance, infiltration, combat tactics, and sabotage. Their task will be to infiltrate the planet Trill and do what they can to uproot the Dominion occupation of the Federation member world.

### Crew

This campaign is aimed at a small- to medium-sized group, anywhere between four and seven PCs would suit the campaign nicely; any less and it'll be hard to work through, any more and the Narrator has the potential for getting bogged down. All party members should be versed in all three combat types (Armed, Unarmed, and Ranged); yet in order for them to be effective, the party will have to work as a team along with specializing in one or two key areas. Some suggested specializations are: Heavy weapons, Demoli-

tions, Field Technician, Field Medic, Scout/Point man, Sniper, Social 'minder' (has the power of persuasion and influence), Pilot, and a Collaborator/Insider (i.e. spy). If your group is small, use NPC's to fill in where needed.

*NOTE: I created an NPC team leader as liaison between the PC's and Starfleet Command. He never really joined the team, just gave them missions in a general description and then sets the team out to outline their strategy and plans on their own. One thing I found to be fun was when I had my party of four, their commander would tell them they could take a finite number of NPCs with them. They got to choose, but they only got say two of them and they had to factor that all into their strategy.*

### Races

What races to include is the prerogative of the Narrator, yet some of the more exotic should have compelling backgrounds to back up their involvement.

*NOTE: When I ran this I allowed any Federation member race without question. I also permitted Klingons and Romulans with a decent back story, and any other non federation aligned race with a very good back story. I did ban out right Founders, Jem'Hadar, Cardassians, Breen, Borg, Q, and Vorta. However I did allow a Cardassian/Klingon (a.k.a "Klingdassian") with a decent back story. Again, it's ultimately up to you - this is just what I did.*

### Starting Advancements

It is up to the Narrator to decide whether or not to grant any advancements beyond 0—up to five would be acceptable without allowing the characters to start too competently.

*NOTE: I started each of my PCs out with 5 full advancements before our first session. I built all of the friendly NPCs to that same spec, with the exception of their NPC team leader which I gave an additional advancement. Allied NPCs all gained XP equal to the average award per player and as such, all allied NPCs advanced at the same time.*

### Equipment

Due to the nature of the team's mission, members can be given some unique equipment to aid in its success.



Though the available books for the game (Players Guide, Narrators Guide, and Starfleet Operations Manual) have limited lists of equipment of the nature needed for this kind of series, some were created specifically for it. They may be considered overpowered but they're also very useful. Players start with one (and only one of each is in existence as they are prototypes), so if it's lost for some reason, it's gone unless the party finds some way to recover it. The following are some sample special equipment created for the heavy weapons specialist, demolitions specialist, scout, sniper, and social minder.

### SI-47 Sniper Rifle

Rumored to be developed in part by Section 31 the SI-47 is a highly powerful weapon with considerable range. Its modular design allows the weapon to be dismantled and stored with relative ease. Its high powered beam emitter is guaranteed to kill a living target and damage certain resilient alloys. Additionally, the weapon is equipped with an enhanced targeting module capable of acquiring a target using a variety of visual modes and grants a +5 bonus using the Aim combat action. However, the offensive value comes at a price. The weapon is not very durable and has a risk of overheating and overloading as a result. Would-be snipers must take good care of this weapon to ensure its favorable operating condition.

#### SI-47 SNIPER RIFLE SPECIFICATIONS

75cm Long, 2.0 L in Volume, 2.5kg

Setting	Damage	Energy Req.	Heat Created
1	Kill A Biological Target	1 Charge	20
2	1d3 Structure Damage to	2 Charges	50
Unshielded Target			
Duration/Energy:		15 Charges	
Range:		250/500/750/1000/1250/+250	

\*Heat Tolerance - 100% Total. Dissipation 15 per round. When Weapon is fired any extra heat is rolled on D% (percentile dice) for overloaded risk.

NOTE: If you've never played D&D you might not know what the D% is. They're percentile dice AKA 2d10 or 1d100. Roll and if the roll is under the number of heat still in the sniper rifle's system, the rifle overloads, and you can be as evil a GM as you'd like. If you want to stick to using d6's, rolling a 2 or less for Setting 1 or 3 or less on Setting 2 using 2d6 will cause the weapon to overload; do this each time the weapon is fired after the first shot in one round.

### Special Issue Demolitions Kit

Specifications: 50 x 60 x 10 cm case, 10 kg

Description: Reserved exclusively for high profile covert operations purposes, the Special Issue Demolitions Kit (SIDK - SIDEkick) gives the experienced demolitionist a tremendous advantage in the field, especially when necessary equipment is unavailable.

Containing the latest in micro-replication and transporter technology, the SIDEkick can literally create a bomb out of almost anything if the user has enough time.

In addition to the standard array of picks, tools, probes and other necessities for the construction, modification and disarmament of bombs and explosives, the SIDEkick contains a prototype replication/transporter probe. This probe used in conjunction with an enhanced tricorder has the capability of altering the existing molecular structure of any object or substance, and replace it with the elements of an explosive device. This process delicate and time consuming, but the potential benefit to the demolitionist is quite impressive.

#### Rules:

1. Can be used to double the yield of an existing explosive device with a successful TN 15+ (GM's discretion) Demolitions (Construct) test.
2. Can be used to create an explosive device out of otherwise non explosive items with a successful TN 15+ Demolitions (Construct) Test (GM's Discretion on final TN).
3. Confers +5 to the construction/defusal of an explosive device. In such case, the construction of the device must be using standard materials.

NOTE: Essentially it's a replicator that replaces the existing molecular make up of an ordinary object and replaces it with something explosive. Yes, that means the seat your butt is on, or the computer screen you're using to read this, or the page you're reading off of (if you printed this out) could explode. But just think about that in the enemy's office...~grin~ The trick with this one is time and storage. The unit itself is no bigger than a large briefcase, but my party liked turning ordinary rocks into bombs. They had to carry those somehow and they all had weight. My demo character also enjoyed tying a fuse on his custom bombs into his tricorder and then detonating them on command. I made my demo roll separate rolls for each of his bombs. Some times he'd spend X time on crafting as many as possible, and I'd tell him to do it in Y rolls and then when they were all done I'd tell him he made Z bombs. Bombs can be detonated remotely on a System Operations (Sensors) roll of TN 15 as a base difficulty.

### Micro Quantum Torpedo Launcher

Specifications: 150 cm long, 169 L in volume, 34 kg

Description: Originally designed by Tokyo R&D, the Micro Quantum Torpedo Launcher, AKA the Quantum Burst was quickly taken over by Starfleet Intelligence. Shortly thereafter, the weapon program was disbanded and all research destroyed; however, three prototypes were not.

This weapon uses high energy output to fire essentially a miniature quantum torpedo capable of devastating a

target on the ground and dealing measurable damage to a starship's hull. This weapon is highly volatile and must be carefully maintained. It has a rate of fire \_ rounds and the wielder must not be distracted; a Will power test is required if anything bothers him (must act in any way such as dodge, parry, etc.).

### MICRO QUANTUM TORPEDO LAUNCHER SPECIFICATIONS

150cm Long, 169 L in Volume, 34kg			
Setting	Damage	Charges	Duration/Energy: 6000 Charges
1	Annihilate area of 3x3 meters • Deal a penetration of 3 to Starship	500	Range: 50/100/250/500/+100 Meters
2	Annihilate area of 5x5 meters • Deal a penetration of 5 to Starship	1000	Special:
3	Annihilate area of 7x7 meters • Deal a penetration of 7 to Starship	2000	0527/77

NOTE: Fairly self explanatory. One shot per round, intended mostly against patrol ships flying low. They're also good if they need to ambush an entire Jem'Hadar battalion. The willpower reaction is more of a test to see if the wielder can take the phaser hit, or deal with an explosion in the vicinity and not be distracted. This also means that any enemy can attack the wielder and if the wielder fails the will reaction, must re start the aiming process from scratch. TN is variable based on GM's discretion.

### Psionic Projector

Specifications: (Head device) 5 x 5 x 1 cm, 0.15 kg  
(Enhanced Tricorder) 16x8x3 cm, 0.35 kg

Descriptions: Developed by the Betazed Psychology Institutes R&D, the Psionic projector works in conjunction with a modified tricorder to transmit a telepath's mental influence across greater distance. The unit is comprised of two components. The first is a fairly conspicuous device that attaches to the back of the users head. This component interprets the neural firing of the telepathic centers of the user's brain and transmits the data to the second component, the enhanced tricorder, which then transmits the data across its range. This advantage comes at a risk to the user as it wears very heavily on their endurance and stamina.

#### Rules:

1. Extends the range of a Psionic Test to 600/1200/1800/2400/3000/+600

2. Other normal Psionic test modifiers apply

3. For every round in use, user must make a Stamina and/or Willpower save (GM's discretion) with TN to be variable depending on duration, distance projected, and number of people with whom the user is in telepathic contact.

### Personal Cloaking Device

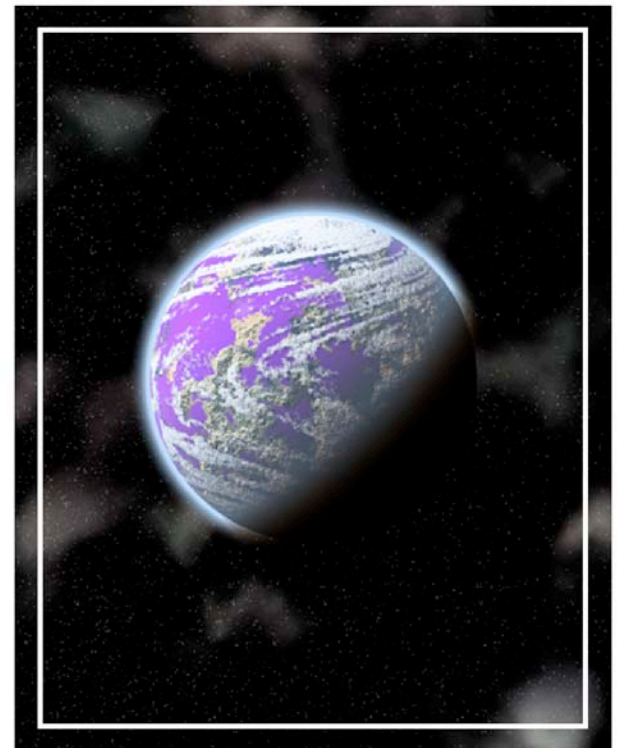
Description: In response to the Jem'Hadar's shroud, this device is a prototype on loan from the Romulan Empire, capable of generating a cloaking field around the user thereby granting an incredible advantage when it comes to tactical infiltration. However, no technology is perfect and as such the cloak, originally designed to operate in the vacuum of space, can be given away in the atmosphere. This usually is indicated by the presence of what looks to be a transparent outline as air molecules are deflected by the light-warping fields gen

-erated by the cloak. The device is also not entirely stable, so the user must move with caution when the device is active in order to preserve its functionality.

#### Rules:

1. When in use, confers a +6 to Stealth tests Base movement reduced by half when activated otherwise incurring a risk of cloak failure.

NOTE: Basically it confers a bonus to stealth checks. I don't remember what the rules say but I used the result of a stealth check, as the base TN for an Observe (Spot) test for another character to find the hidden character. Characters can move around while cloaked, but any fast movement or attacking on the part of the cloaked character will reveal their presence. The cloak can NOT be extended to another individual or object. It cloaks ONLY the wearer and can not be modified through engineering rolls.



USS Rubicon NCC-71816 Approaching Trillius Prime

## Suggested House Rules

I would never tell a GM how to run their game but I do want to list the house rules I used that helped streamline game play when I ran the campaign. These mostly came out of a desire on the part of the PC's not be killed immediately when they were shot with a rifle set at 16 and had a defense score as low as they did. I couldn't tell them I wasn't going to use an 'instakill' setting because that'd ruin the need of self preservation. So we compromised.

**1. Adjustment to Defense Score** - We tweaked everyone's defense score. This included the NPCs and the enemies. Instead of it being 7+ Agility modifier we used 7+ Agility score. So a character with Agility 9 (+1) used to have a defense of 8 (7 base + the modifier of 1). Under this rule the defense is 16 (7 base + the score of 9)

**2. Adjustment to Dodge Tests** - Players liked to dodge a lot, but the problem with the new Defense is that the existing dodge rules failed miserably, as it would have been excessively easy to dodge everything with a base defense of about 20 and then adding 2d6+ quickness. So we re wrote them. Instead we just used a 1d6+ quickness. The rule of 'double' six's applied but in this case it was only a single six. I know... it sounds broken, but it worked surprisingly well.

**3. Adjustment to Phaser Damage Tables** - No one, myself included, liked the vaporization ability of high-powered phasers. So, we did away with them and replaced them with a progressive damage dice table. We kept the damage on the stun settings (1-3) the same, but starting at setting 4, we used 1d6 damage and +1d6 for each setting thereafter (i.e. Setting 5 does 2d6 damage, Setting 6 does 3d6, etc.). Instant-kill damage rolls were still possible thus preserving the need of self preservation, but they were no longer guaranteed.

**4. The "Drop" Rule** - I made the mistake of giving my heavy weapons specialist a weapon that fired on settings 13-16 only and was rapid fire so it could fire twice with each action. The party real quickly decided to weaken everyone, and then bust out this weapon; crank its setting then mow them down. At higher levels, my heavy weapons specialist cranked everything into her ranged combat and scoffed at the -5 accumulating penalties and took sometimes as many as 5 actions in a turn, firing ten shots in the process. This caused a bit of animosity, so I invoked the rule in that once a player (or NPC) caused a target to lose consciousness (or die) their combat turn ended there.

**5. The Critical Failure** - I thank CODA for making the double six rule aka a Critical Success. But I felt that there needed to be a counterpart in a critical failure. So, if a player (or NPC) rolled a natural 2 on 2d6 (aka snake eyes or two ones) they had a critical failure. I then rolled a d6 and decided good GM or Bad GM based on an even/odd decision. Good GMs usually resulted in a jammed weapon, or dropped weapon, or the need to plug in a new power cell (which had plenty of power just until a critical fail). Bad GMs often resulted in overloading weapons and players having to make Quickness tests to avoid taking damage as the weapon exploded in their hands. Regardless, their turn ended on the Critical Failure. Also, I did allow the provision that players could spend a point of Courage to turn a Critical failure into a normal failure. They still failed regardless of whether the +3 would have made the difference, but at least they avoided bad things happening.

**6. The Treknobabble Award** - We've all heard it. Whether Crusher is explaining some vague medical condition, La Forge is having problem with the warp drive or Quark is trying to break into the DS9 computer, we've heard the mountain of technical babble that makes no sense, that we all lovingly call "Treknobabble." I had players who lived, ate, and breathed Star Trek. I also had players who had only seen a handful of "The Next Generation". The Treknobabble award came from one of the

players who while they weren't new to role-playing, were quite new to Trek. He said, and I quote, (yes we had a party journal) *"I want to create a hyper resonance pulse targeted at the cyberplasma relays behind this panel thus causing a linear ionic flux to feedback into itself that will cause a harmonic rift in the primary power generator forcing the internal sensors to shut down and thus protecting us from being detected."* (This was said while infiltrating an enemy outpost in the second episode.) I was dumbfounded. He rolled that entire sentence off his tongue without flinching, without missing a beat, without pausing, AND with a straight face. He said it just as easily as I could say the sentence *"I love Star Trek"* His face finally curled into a smile when I just looked at him, dumbfounded, still trying to process the fact that all he wanted to do was disrupt power. So right there the Treknobabble award was created. The rule is *"If you can pull off a line of Treknobabble with a straight face, and without flinching, pausing, screwing up, etc. not only can you attempt to execute the babble you just gave, but you get XP for it even if you fail. Not much XP mind you, but enough!"*

**7. Cover** - The party has to strategize in combat if they're going to succeed in this campaign. So design a lot of cover for them. When I built cover, I assigned each cover point a percentage. Someone with 15% cover had a 15% chance of being missed even if the attack should have hit. When an attacker shot at them, I rolled a D% and had to roll OVER the cover rating in addition to a successful ranged combat attack test to actually hit.

## Combat Maps and "Battle Boards"

I relied very heavily on my own maps for combat 'arenas'. I went out to Walgreens and picked up some grid paper and used it to pre-design the maps and notate where I'd place objectives, enemies, and cover points. It worked well though some maps did take hours to design properly. I'm not going to include those maps in these write ups as I believe you as the GM should take some liberty and make this campaign unique to your party and your tastes.

Moving hand in hand with the maps, I had two clear pieces of plexiglass each with a 11x11 grid broken into 1x1 inch squares. We used markers and I drew directly on the "Battle Board" with white board markers. I \*highly\* recommend this. My maps were typically 20x10 inches and used one of two scales. 1 inch square = 5 meters square for outdoor settings and 1 inch square = 1 meters square for indoor settings. The 1:1 scale allows for only one character/NPC per square. The 1:5 is a bit bigger obviously, and I allowed up to three characters/NPCs to share a single square at this scale.



INSIGNIA OF THE TRILL SYMBIOSIS COUNCIL



## AROUND THE GALAXY - SYSTEM IV : SZORA-KODAL (BETA CYGNI)

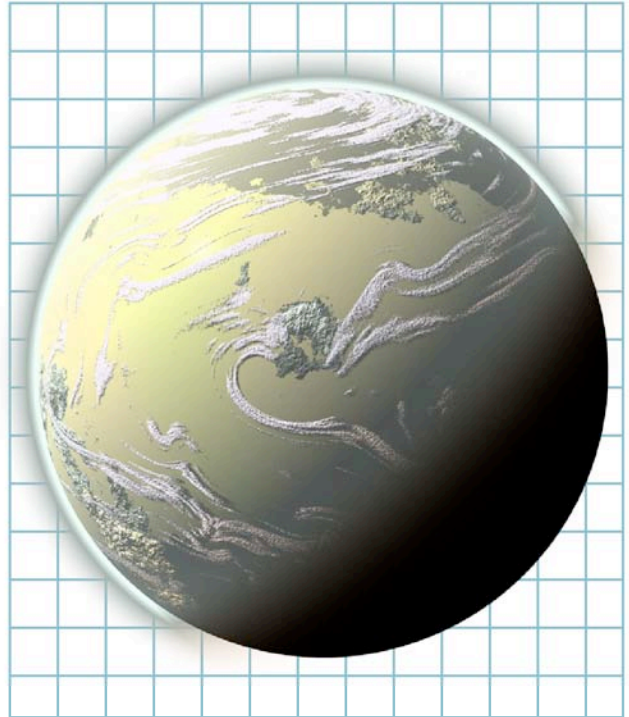
Notes: The Szora-kodali people live on a Class Y moon orbiting Beta Cygni V. They are a relatively primitive space-faring society, only recently joining the warp culture and laying claim to the Ch'rsh system, as it has numerous resources coveted by them.

### PLANETARY DATA - ORBITAL SCANS

#### SZORA-KODAL I / II

Class: F (Geometallic)  
 Size: 9000mi diameter (1) • 0.44G standard  
 9000mi diameter (2) • 0.44G standard  
 Moons: None  
 Climate: Atmosphere: None  
 Hydrosphere: None  
 Temperature: N/A  
 Terrain: 100% Desert  
 Civilization: No Life  
 Resources:  
     Agricultural: N/A  
     Antimatter: N/A  
     Industrial: Plentiful  
     Medicines: Scarce  
     Metals (Common): Scarce  
     Metals (Rare): Scarce  
     Minerals (Common): Very Plentiful  
     Minerals (Rare): Very Plentiful

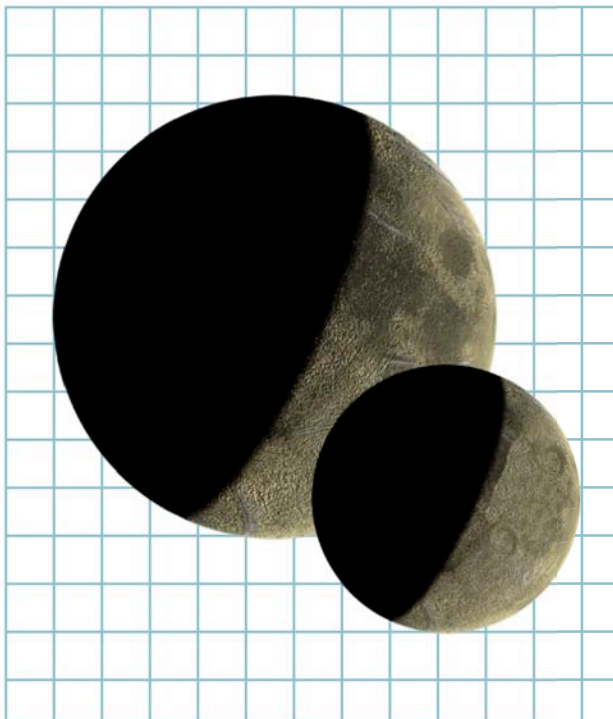
Notes: These twin planets are positioned 180 degrees from one another around Beta Cygni. Their orbital plane is 63 degrees off the solar plane.



### PLANETARY DATA - ORBITAL SCANS

#### SZORA-KODAL III

Class: H (Desert)  
 Size: 15000mi diameter (1) • 1.20G standard  
 Moons: None  
 Climate: Atmosphere: Thick  
 Hydrosphere: None  
 Temperature: Cool  
 Terrain: 100% Desert  
 Civilization: No Life  
 Resources:  
     Agricultural: N/A  
     Antimatter: N/A  
     Industrial: N/A  
     Medicines: N/A  
     Metals (Common): Scarce  
     Metals (Rare): Plentiful  
     Minerals (Common): Very Plentiful  
     Minerals (Rare): Rare

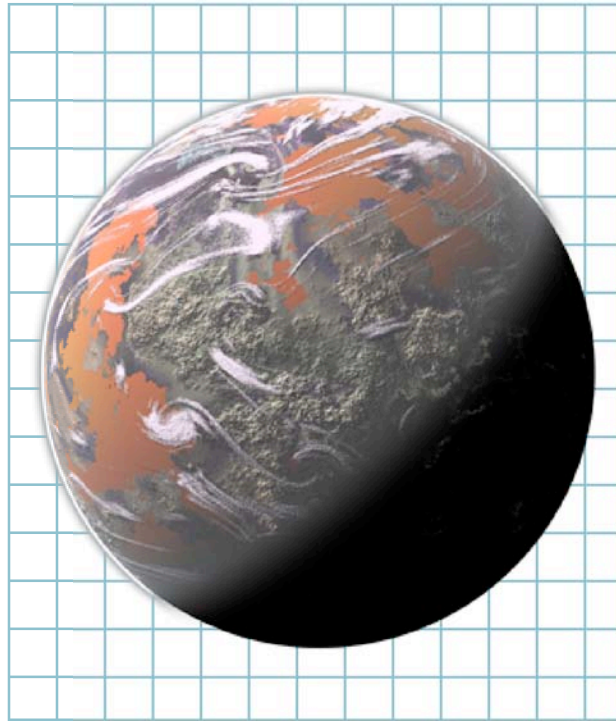


## PLANETARY DATA - ORBITAL SCANS

## SZORA-KODAL IV

Class: G (Geocrystalline)  
 Size: 14000mi diameter • 1.10G standard  
 Moons: None  
 Climate: Atmosphere: Standard  
 Hydrosphere: 99%  
 Temperature: Cool  
 Terrain: 50% Mountain • 30% Forrest • 10% Jungle  
 10% Lakes and Rivers  
 Civilization: Colony of Szora-Kodali  
 Resources:  
     Agricultural: Plentiful  
     Antimatter: N/A  
     Industrial: Common  
     Medicines: Rare  
     Metals (Common): Rare  
     Metals (Rare): Scarce  
     Minerals (Common): Scarce  
     Minerals (Rare): Common

Notes: This planet has become a primitive outpost for the Szora-kodali with one enclosed environment that is used for scientific operations and for exploring further colonization of the planet. It has several satellites orbiting it for scientific purposes.

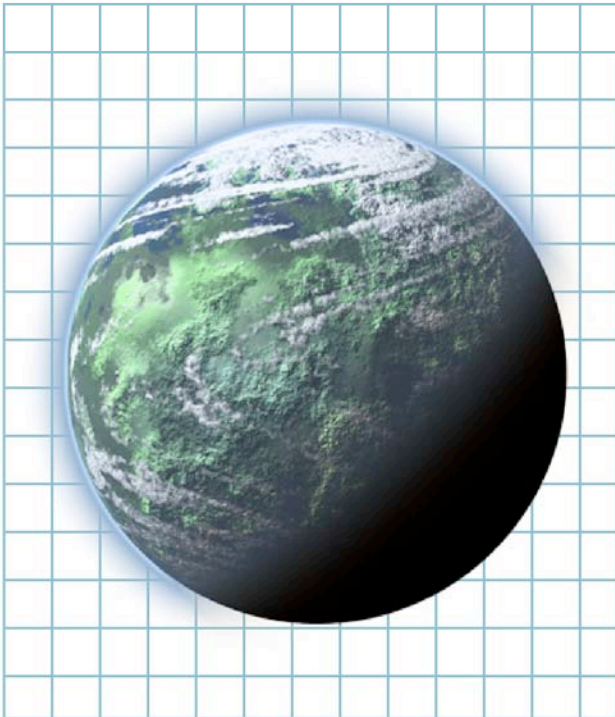


## PLANETARY DATA - ORBITAL SCANS

## SZORA-KODAL V

Class: J (Gas Giant)  
 Size: 9000mi diameter • 1.20G standard  
 Moons: 4 (Class D - Asteroid/Moon)  
 Climate: Atmosphere: Thick  
 Hydrosphere: None  
 Temperature: Very Hot  
 Terrain: 80% Desert • 20% Molten Rock  
 Civilization: Szora-Kodali (Population 115,000)  
 Resources:  
     Agricultural: Scarce  
     Antimatter: N/A  
     Industrial: Common  
     Medicines: Scarce  
     Metals (Common): Very Plentiful  
     Metals (Rare): Very Plentiful  
     Minerals (Common): Common  
     Minerals (Rare): Common

Notes: This is the home of the Szora-kodali people. It has several satellites orbiting it, along with a number of stations for living, business, and scientific purposes.



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*Captain's log, U.S.S. Enterprise, Stardate 8769.24.*

*This is the final cruise of the Starship Enterprise under my command. This ship and her history will shortly become the care of a new generation. To them and their posterity will we commit our future. They will continue the voyages we have begun and journey to ALL the undiscovered countries, boldly going where no man... where no ONE has gone before.*

*—Captain James T. Kirk*



***"All your people must learn before you can reach for the stars."***